```
MapObject
# x_pos_
# y_pos_
+ MapObject()
+ MapObject()
+ MapObject()
+ ~MapObject()
+ moveTo()
+ moveByVector()
+ getX()
+ getY()
+ simulationStep()
+ serialize()
    Creature
# radius
# angle
# speed
# fecundity_
# max_repletion_
# max hydration
# max_energy_
# max age
# repletion_
# hydration_
# energy_
# age
# is_dead
+ Creature()
+ Creature()
+ isDead()
+ simulationStep()
+ serialize()
    Herbivore
+ Herbivore()
+ simulationStep()
+ serialize()
```