

Design report

a. What will a jumper do if the location in front of it is empty, but the location two cells in front contains a flower or a rock?

Answer: The jumper will turn once.

b. What will a jumper do if the location two cells in front of the jumper is out of the grid?

Answer: The jumper will turn once.

c. What will a jumper do if it is facing an edge of the grid?

Answer: The jumper will turn twice.

d. What will a jumper do if another actor (not a flower or a rock) is in the cell that is two cells in front of the jumper?

Answer: If another actor is a bug, jumper will jump and eat the bug. If another actor is another jumper, it will turn once.

e. What will a jumper do if it encounters another jumper in its path?

Answer: It will jump.

f. Are there any other tests the jumper needs to make?

Answer: No, that's all.