Title: Saskatchewan Animal Sim		
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Revision History:

Rev:	ECO#:	Change Description:	Approval:	Date:
P1	-	UML & Empty Classes		01/11/16
P2	-	Saskatchewan, Entity, Generation		9/11/16
P3	-	Display		9/11/16
P4	-	Vegetation Classes, Plant Generation		13/11/16

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Introduction:

This project mirrors the wildlife food chain of Saskatchewan using a simulation built in java. We were presented with a diagram that connects the various animals and plants that live in Saskatchewan and the group was to create the transferable relationships to code. Our robust program includes various hierarchal classes that the animals and plants inherit from, as well as, classes for display, entity generation, and our main, saskatchewan. The goal of our design is to create a grid that simulates the behaviour of the animals in a habitat using various attributes and show their progression over time based on the constraints of the food chain.

Design, Requirements and Constraints: