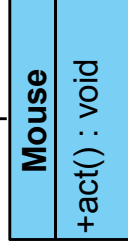
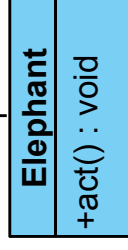
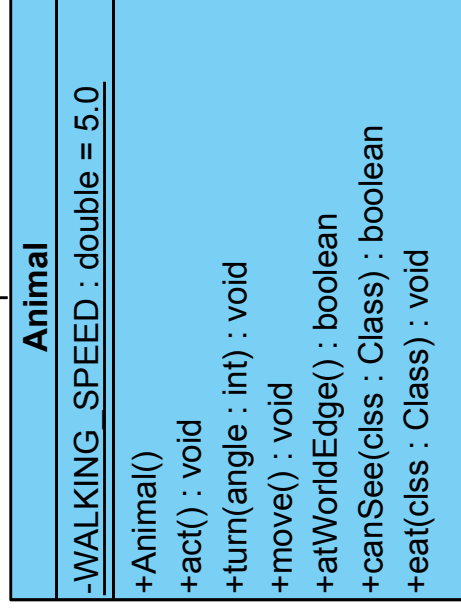
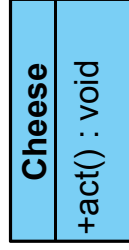
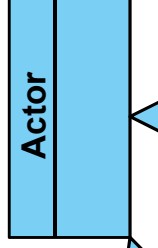
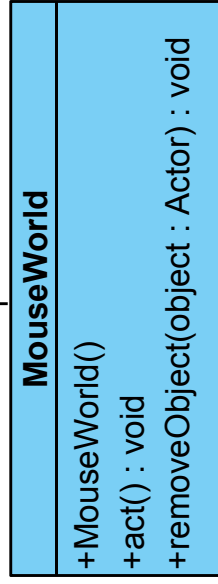
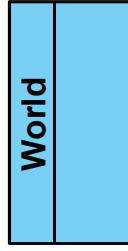


MouseSplatDesign



Note 1: World and Actor from the Greenfoot framework.

Note 2: act will have an empty body.

Note 3: How a Mouse, a block of Cheese, and an Elephant moves will be implemented in their respective act methods.