README

This program is a simulation of a world where a user can create populations of critters while the world will autonomously change and evolve as time passes.

The program works by interpreting different commands imputed by the user:
- Create <critter> <amount> - to create a specific amount of a type of critter.
- show - shows the current state of the world by printing it to the console
- step - step through time, changing the world to what it would be like after that amount of time passed.
- quit - quit the simulation at any time.

We have not created any new classes.

We used a Map data structure to hold the critters. Using a point object as a key and a set of critters as the value.