

Lab: GridWorld Critters

Absolutely **NO collaboration** is allowed while completing this assignment.

Exercise: Critters

Create the Critters specified by:

- subclassing `Critter` and overriding one or more of the methods `getActors`, `processActors`, `getMoveLocations`, `selectMoveLocation`, and `makeMove`.

For each of the classes you design, you'll have to decide which methods are most appropriate to override. **You may not modify the `Critter` class, or any class given to you in the case study.** *And if you find yourself copying and pasting code, you've missed the point of inheritance!* You will be graded on both the successful implementation of your critters ***and on the design and proper documentation of your code.*** Your documentation must completely specify the behavior of your `Critter`.

Implement the following Critters. If you like, try displaying appropriate images to represent your new actors.

Wolf

A `Wolf` might eat others in front of it, breeding more wolves when it has eaten enough, and dying when it hasn't eaten in a while.

Follower

A `Follower` might follow a particular unsuspecting actor around, perhaps picking a new actor to follow after a certain number of time steps.

Stealth Critter

A `Stealth Critter` might behave like one of the other critters, except that it might randomly teleport.

Turn in your completed source code placed into a zip archive. **DO NOT TURN IN A rar archive or any other archive besides zip.** Do not include miscellaneous files from your IDE, class files or other files. Do not zip the enclosing folder. You must follow appropriate Java conventions, including file naming. This assignment is due at the end of the scheduled class meeting time for your section on the date specified in PCR.