* Code limitations, e.g., code segment that uses a hard coded solution.
* We tried our best at not causing code limitations, but there were inevitably some hard code solutions where we had done this, e.g.: The populate method in simulator class is quite inefficient, since we have to put each type of animal inside the if else statement, a better way of doing this would be detecting the class of the actor and getting its creation probability then populate, in that way, every time we add a new type of actor, we don’t need to go to the if else statement and add another repeating code. Nevertheless, we have a show method for each type of actor, so if we want to add this feature, it would be too complicated, and it might cause even more problems.
* We tried our best at not causing anymore code limitations and we are actually quite happy about the result, even though there were still some small hard coding, but those are too complicated and might cause a big problem to our system, so we would need to rewrite some of the code given.