Simulate disease

* Instead of creating a new class (disease), we decided to simply make a Boolean state for the animals. The disease implementation contains two methods: Infecting and killing, the infecting part consists of if an animal has disease, then, the adjacent animals to that infected animal will be infected if the random number is higher than the infected possibility of each type of animal. The second method, killing, makes an infected animal to live half of the age that it should live, so if the max age of an animal is 10, then the animal will die at 5 if the Boolean statement is true.