Java 1  
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With the CreatureTest inheritance assignment, I based things off of how we were presented with the starting information. For example, the parent class is called LivingCreature which made me think of what other vague items would also be considered living creatures besides the already given Human child class.

Based on that I first came up with the child class Animal and gave it additional info as the species name (like cow or chicken), if it was a land or sea animal because typically animals are either, what is the oldest known age of this species because that was a cool fun fact, and then as an extra field I gave the name of the animal like it was a pet to the user. I also gave two different superpowers depending on if the animal was a land or sea animal as well.

I then thought that bugs could also have the same kind of mindset and thus the child class Bug was born. With that I dove into some similar things while changing others. For example, the species of bug is a field, however the new field number of legs was created as bugs can have a whole range of different amounts of legs. Like the spider of course has 8, while a centipede has a ton more. Then I tapped into something that I kind of thought was funny which was if it could fly or not. By default, I set if no option was given for flying then it was false because I like to believe no bugs can fly. And lately we of course gave a name for the bug.

After creating this and thinking about how I could extend one of these two child classes I came up with the idea of adding the information of food for the animals. This then made the Food child class come to life! I made sure to list the name of the food (like grass) and if it was a plant-based food or a meat-based food. Then as a fun fact I added if the food was also poison for humans as some foods animals can eat but humans cannot. Based on if that was true or not I gave a funny food fact in the super power area as well.