

**SowBehaviour****Collections****Math****Exit**getAction(actor, map)

«map.locationOf

**exits:ArrayList**

exits:List

shuffle(exits)

abs(rand.nextInt() % 3)

randomNum:int

**Loop**  
[exits]

getDestination().getGround()

currentGround:Ground

**Alt**  
[!(currentGround)]

instanceof

Dirt

else if [randomNum == 1]

