Group Activity:

1. Specify:
   1. It will move one space forward turn once (45o) in that space.
   2. It will move only one space forward and then turn.
   3. It will turn once and move forward once, if this direction is not facing an edge. Otherwise, the bug will turn twice.
   4. It will remove that other actor from the grid.
   5. It will remove this other actor from the grid.
   6. Test to see if the Jumper only jumps over rocks and flowers or if it jumps over all actors.
2. Design:
   1. It should extend Actor.
   2. Yes, the Bug class is similar to the Jumper class.
   3. Yes. There are no necessary parameters, so calling a default Jumper() constructor would be okay. However, to be in-line with the Bug constructor there should be a constructor that makes a certain color of Jumper. The desired color of the Jumper would be the parameter.
   4. The method act() should be overridden.
   5. A jump(), canJump(), move(), and canMove(), and turn() should be added.
   6. To test the code, I will create a Jumper and JumperRunner class. Then I will test the program in specific situations, making sure the Jumper can jump over flowers and rocks and see what it will do when it comes to an edge.
3. Code: in BlueJ package.
4. Test: done in BlueJ