

## Critter

- + row
- + col
- # critter\_type
- # hit\_points
- # steal\_strength
- # player\_reward
- # speed
- # level

- + Critter()
- + ~Critter()
- + getHitPoints()
- + removeHitPoints()
- + getStealStrength()
- + getPlayerReward()
- + getSpeed()
- + getLevel()
- + getType()
- + getPosition()
- + chooseNextPathCell()
- + takeDamage()
- # initializeCritter()