```
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()
          Dog
   + Dog()
    + ~Dog()
    initializeCritter()
```