## **Abstract Entity Simulation** -xPosition: int -Countdown: Time -vPosition: int -positionType: String +run() +setXPosition(int x) +setYPosition(int y) +getXPosition(): int +getYPosition(): int +getPositionType(): String +setPositionType() <<Interface>> Movable **Abstract** +move(int x,int y) Creature Bush Tree **Rock** Base -size: char -berryAmount: int -woodAmount: int -size: char -health: int -strength: int +getBerryAmount(): int +getwoodAmount(): int +getSize(): char -sight: Entities +getStrength(): int +setBerryAmount(int n) **Implements** +setwoodAmount() +getSize(): char +setHealth(int hp) +getHealth(): int -updateSight() Agent +final backpack: Backpack Carnivore Herbivore +eat() +hunt() +attack() +buildBase() +stengthBase() +hide() +runAway() +returnToBase()