Domain Classes

Entity (Stuart Harley)

* The Entity class is responsible to provide the position of an entity.

Bee (Stuart Harley)

* The Bee class is responsible to provide a bee with an energy level as well as be responsible to check its position for a flower to determine if it gains energy level.

RectangularMoveBee (Paul Rinaldi)

* The RectangularMoveBee class is responsible to provide a bee with a rectangular pattern of movement.

TargetedMoveBee (Paul Rinaldi)

* The TargetedMoveBee class is responsible to provide a bee with a targeted pattern of movement towards a random flower.

Flower (Paul Rinaldi)

* The Flower class is responsible to provide a flower that a bee can land on to gain energy or gain nothing depending on if it has nectar.

NectarFlower (Stuart Harley)

* The NectarFlower class is responsible to provide a flower that provides energy from bees that collide with it.

VenusFlower (Paul Rinaldi)

* The VenusFlower class is responsible to provide a flower that “drains” energy from bees that collide with it.

FlowerBed (Stuart Harley)

* The FlowerBed class is responsible to provide a collection of flowers and bees for which to update per “tick”.