Miranda Chaiken

* 1. If the location 2 in front of it is occupied, it will jump 3
  2. If the location 2 in front is off the grid it will turn before jumping
  3. If a jumper is facing the edge of the grid it will turn
  4. If the location 2 in front of it is occupied by another actor, it will jump 3
  5. If a jumper encounters another jumper they will jump over eachother
  6. The Jumper Class should extend Bug
  7. The critter or bug classes are similar
  8. The constructor should take color
  9. The canMove(), move() and act all must be over written.
  10. No methods need be added
  11. Run this with both one jumper, then 2 facing eachother. See how it interacts with edge of board and eachother.