

No new classes were created in this project.
We used an array list to hold our Critters.

File Structure:

- Main:
 - Parses through input, outputs error message if input not supported
 - Quit: quits program
 - Show: displays board
 - Step: calls worldTimeStep
 - Seed: sets seed
 - Make: creates critters
 - Stats: runs stats
- Critter:
 - Walk/run/rest (different energy amount consumed)
 - Move (8 directions possible)
 - Reproduce (gives energy to offspring)
 - makeCriticter (initializes critters)
 - getInstances (returns list of specific critter type)
 - runStats (how many of each critter is on board)
 - worldTimeStep (timestep each critter, add all new critters, remove all dead critters)
 - displayWorld (show board)
 - handleEncounter (pick critter who wins fight)