Assignment 6 - Greedy Greeps
CSC204 Spring 2017
Due Friday, March 3, 2017

You are to individually write a new and improved Greep that gathers a phenomenal number of tomatoes. There are no rules to restrict your creative Greep development. You should explore all of the other Greep Project code files to get clues. You can then modify a new and fresh copy of the Greep Project and create a super Greep!

Details for Assignment 6:
- You should create a new folder on Orion (or wherever) named "GreedyGreeps".
- Copy the greeps.zip file from the Lab7 folder on blackhawk into your GreedyGreeps folder.
- Unzip this new, fresh copy of the Greep project.
- Explore the code of any and all files associated with this project.
- Think creatively.
- Think outside of the box.
- Brainstorm.
- Become the creator of a Super (Greedy) Greep. You can edit any/all code involved with this project. Some code may be way over your head (i.e. we have not learned many, many, things used in this project). Have fun and explore. Be brave. Edit, test, learn, repeat……
- Some ideas might include (but not limited to, nor required):
    - Greeps that teleport.
    - Greeps that swim.
    - Greeps that farm.
    - Greeps that pick up tomatoes by themselves.
    - Greeps that have baby Greeps so there are more harvesters.
    - There are (almost) no limits imposed by this assignment.
      THE SCOREBOARD MUST REFLECT THE NUMBER OF TOMATOES RETURNED TO THE SPACE SHIP.
- Most of all, have fun!!!

Deliverables:
- When complete, you should upload your GreedyGreeps folder to our shared Google folder.