only pure virtual methods
(like Java interfaces)

Patient

something an Agent
can act on

the display of the
world (the map
responds to an
agent acting on it
by drawing the agent)

AgentMap

Agent

an Agent in the
simulation

AbstractAgent

provides location +
default implementation
of Agent methods

overrides update
to implement moving
to goal behavior

MovingAgent

Edible

overrides isAlive
to check eaten flag

Predator

Scent

Prey

Food

multiple inheritance