

Adding your own Creature to Gridworld

These directions assume that you have a working GridWorld project.

1. Create YourCreature.java file with the following three statements before the beginning of your class definition.

```
import info.gridworld.actor.*;
import info.gridworld.grid.Location;
import java.util.ArrayList;
// any other imports that you may need
// depending on your program

public class YourCreature extends Actor (
                                or Bug or Critter)
{

} // end class YourCreature
```

2. Add your new GIF image (jpegs don't work) to the same directory as your YourCreature.java file. Here are some guidelines for creating your image:

Question: What is the preferred size for icons?

The preferred image size is 48 x 48 pixels. Other image sizes are acceptable, but they may not look as good due to scaling. Images are scaled isotropically (i.e. preserving the width:height ratio) to fit into tiles and menus. Tiles start at 48 x 48 pixels and can be scaled up or down by a factor of 2, either by user action or in the initial display, to make the all tiles fill the window. The minimum tile size (which is the default in an unbounded grid) is 12 x 12 pixels. Menu icons are 16 x 16 pixels.

-from Cay Horstmann website

3. In your "Runner".java file, add the statement:

```
world.add(new Location(5, 8), new YourCreature());
```

to add your creature to the Grid.