

## Project 1 Part 2

The project as described in Part I is worth 90 of 100 points possible. If you want a higher possible grade, save your working bear project Part 1 and work on these additions in a separate directory. Note: there will be no points for Part 2 unless part 1 is completely working.

To achieve up to 15 more points, choose any or all from the following menu:

- Add an energy level for the bear. Every time the bear moves one square the energy level drops 1; each time the bear eats the level rises 10. If the energy reaches zero the simulation ends. The bear's energy will be displayed every time the board is printed.
- Add caves. Cave squares ('CAVE') are added to 5 percent of the board after food is placed. Caves and food are never the same square. A bear does not look for caves, but if a bear moves onto a cave square 1) the bear doesn't move for three time cycles; 2) the square is displayed as 'BC';
- Add food growth. Every 7th cycle one food is added. Food must replace a blank square.