

# Life is Strange Rules - Varun, Julien, Wesley

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## Description

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- Life Simulation for a saltwater biome
- Three levels of the food chain: Algae, Fish, Shark
- During each move, the fish will attempt to feed on an block with algae, or run away from an incoming predator: the shark.
- The fish will prioritize running away rather than eat

## Player Actions

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- Increase/Decrease sim speed with sliders
- Increase/Decrease zoom with sliders
- Take Screenshot of board
- Pause Game Actions
- Check stats/numbers of animals
- Create environmental factors such as algal blooms - Take screenshots of your progress

## Adding/Removing Items

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- You must remove by square, by right clicking a square
- You can add by square, by selecting an organism and left-clicking a square
- You can highlight an area and click on a species to add the species
- You must highlight an area before adding environmental factors.
- Garbage patches do not move and disappear over time

## FAQ

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**Q:** Where are all my Screenshots?

**A:** They should be in your game directory, within the first life-sim folder.

**Q:** The screen looks all wonky when I change the size.

**A:** The game is designed to work on a 1080:720 screen size. However, you can choose to change the background image size, found in the game directory.

**Q:** How do I change the music?

**A:** The music is from a *definetly* original soundtrack, and I hope you do not need to change it, but if you so choose to, it is in the game directory.

