

# Simulating animals

## The survive of the lucky

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26/1-2021

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# diversity

- Herbivore

# diversity

- Herbivore
- Carnivore

# diversity

- Herbivore
- Carnivore
- ???

More to be.

# dynamic

If it is an animal, it will, therefore it can.

$$\dot{x}^* = [\alpha x - \beta xy] \quad (1)$$

$$\dot{y}^* = [\delta y - \gamma xy] \quad (2)$$

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Everybody get approximatly the same treatment



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$$\dot{x}^* = [\alpha x - \beta xy] \quad (1)$$

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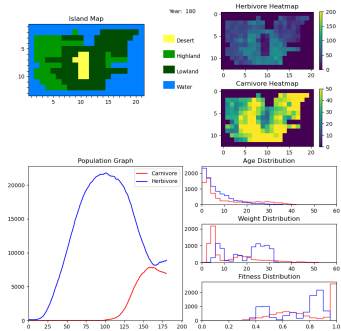
Interacts as they pleases

Everybody get approximatly the same treatment

Some are more equal than others

# Graphical information

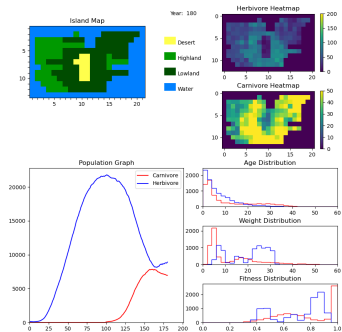
Display features:



# Graphical information

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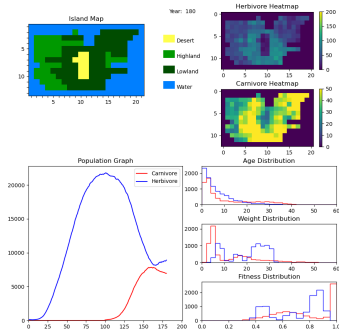
- Display current year



# Graphical information

Display features:

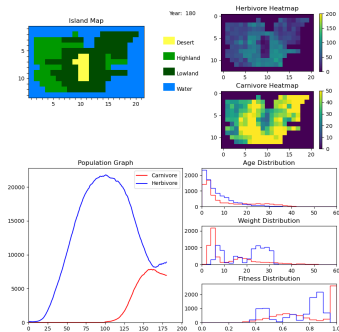
- Display current year
- Display the island geography



# Graphical information

Display features:

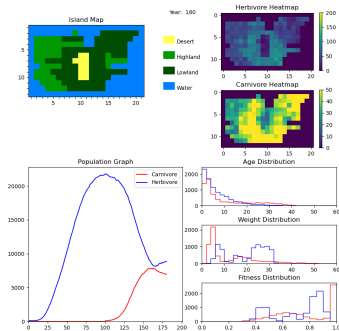
- Display current year
- Display the island geography
- Display informational graphs



# Graphical information

Display features:

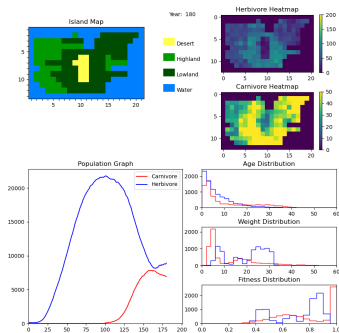
- Display current year
- Display the island geography
- Display informational graphs
- Ability to save images of the simulation



# Graphical information

## Display features:

- Display current year
- Display the island geography
- Display informational graphs
- Ability to save images of the simulation
- Ability to set limits and graphical update step



# Graphical handling

How does the graphics work?



# Graphical handling

How does the graphics work?

1. The engine stores key information inside itself

# Graphical handling

How does the graphics work?

1. The engine stores key information inside itself
2. The interface grabs that information

# Graphical handling

How does the graphics work?

1. The engine stores key information inside itself
2. The interface grabs that information
3. Then graphics takes information from the interface and processes it

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