Program Instructions

WARNING!!!!! MAY CAUSE EPILEPSY!!!!!

1. Open the program file in MARS
2. Go to the tools tab at the top and click on bitmap display
3. Set the unit width and height to 8
4. Set the display width and height to 512
5. Change the “Base address for display” setting to “0x10008000 ($gp)
6. Click the “Connect to MIPS” button in the bottom left.
7. Run the program and see the initialized terrain
8. Input your desire location for the food
9. Observe as the first population is random
10. In the coming generations observe how some individuals take a certain path every generation
11. Notice how every few generations, the populations get closer to the food
12. If the simulation is stuck without getting to the food, end the program and repeat steps 7-12
13. If the simulation shows every population getting to the food, the program has succeeded!
14. Feel free to stop the program and repeat from step 7 for as many times as you’d like
15. If you find the terrain to be difficult to distinguish, feel free to change the hex code for “wallColor”, “backgroundColor”, and “foodColor”
16. This program adapts each simulation to the terrain. This is not meant to apply to any terrain