# Natural Evolution

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# Agenda

- Introduction with short video (3 min)
- 1st questions: focus on what behavior we should implement (10 min)
- 2nd questions: focus on interface/simulation (10 min)
- Wrap up / Final thoughts (2 min)

# Background

- Still not-yet self selecting Blobs
- White dots: Blobs
- Orange dot: Food
- Currently have a scoring function
  - Based on the amount of food eaten
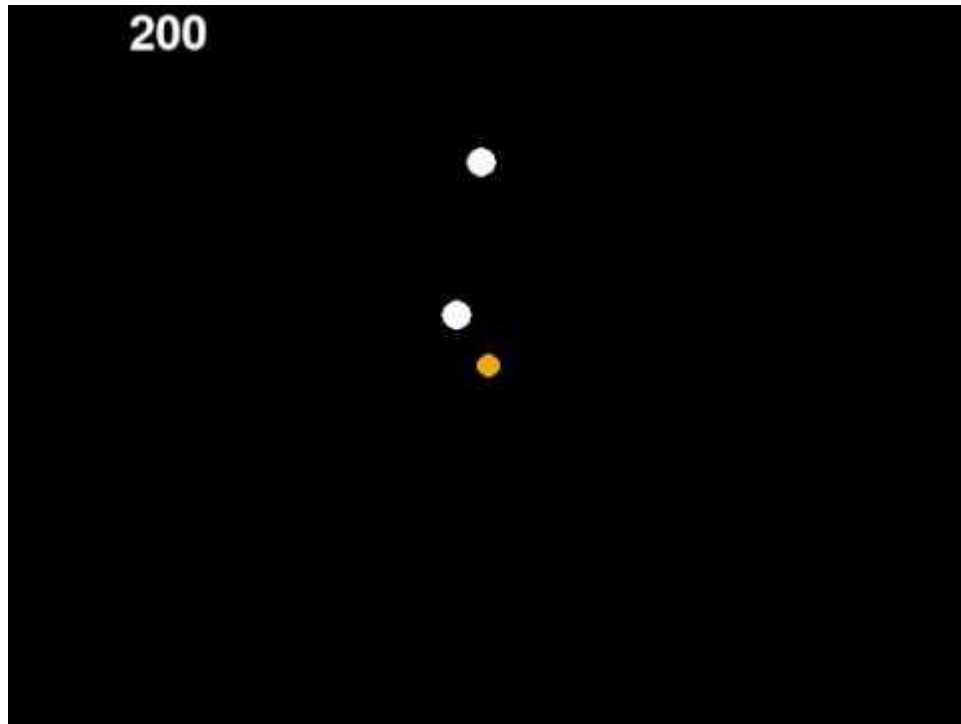
# Key Question 1

- What kind of interaction do you want to see between the Blobs?
  - What happens when two Blobs intersect?
  - What happens when a Blob sees another Blob?

# Key Question 2

- Should we have some user interface?
  - If we do:
    - What options should it have?
    - Where should we put it?
    - What should we use to make it? (Pygame doesn't have much in terms of menus)
  - We have a constants file, where all the attributes of the evolution live. Is this good enough?

# coo00OOOL BEANS

burrito

Thnks yall