

Class Presentation Content

Friday, April 21, 2023 9:47 PM

- introduce the problem (~2)
- walk through constraints and environment rules (~2.5)
 - traits and random mutation
 - Constants
 - Agent behavior
- animation of agent movement (~0.5)
- graph of avg. speed over time (generations) (~0.25)
- graph of population over time (generations) (~0.25)
- Next steps (~1)
 - Aggression
 - Competition
- Q + A (~1.5)