Initial Vision

This document depicts my initial vision of Evolution Simulator.

# High Level Description of Final Product

There is the **environment** and the **creatures**. The environment has a bunch of parameters (wind, food density) and so do the creatures (speed, mass). If the creature finds food, it will survive. If however, after some time has passed, and the creature has not found any food, it will die. Periodically, all alive creatures lay a few offspring. The offsprings’ parameters are inherited from the parent but with a little bit of randomness applied. The user is able to change the environmental parameters to see the effect it has on which creatures survive and reproduce.

Example of environmental parameters:

* Wind direction/speed
* Amount/depth of water
* Color of terrain
* Amount of food
* Food regeneration rate

Examples of creature parameters:

* Mass
* Volume
* Shape
* Speed

# Software Development Process and Methodologies

* Lean
* Highly iterative
* Focus on getting a working product as fast as possible
* Add new features each iteration, as well as increase the quality of existing features
* No TDD
* It’s a prototype that *could* turn into the real thing (but also ok if it gets thrown away)
* Do not focus on documentation, cleanliness, organization, conventions, etc, get something up and running ASAP. Can refactor later.
* Don’t worry about art/sound (can always make it better later)

# Iterations

## Iteration 1

* Get project set up on git hub
* Creatures that move around randomly
* After some time, if they are out of energy they will die
* Randomly spawn food (when creature collides with food, increase his energy)
* After some time, surviving creatures lay some off springs, adjust offspring’s parameters randomly