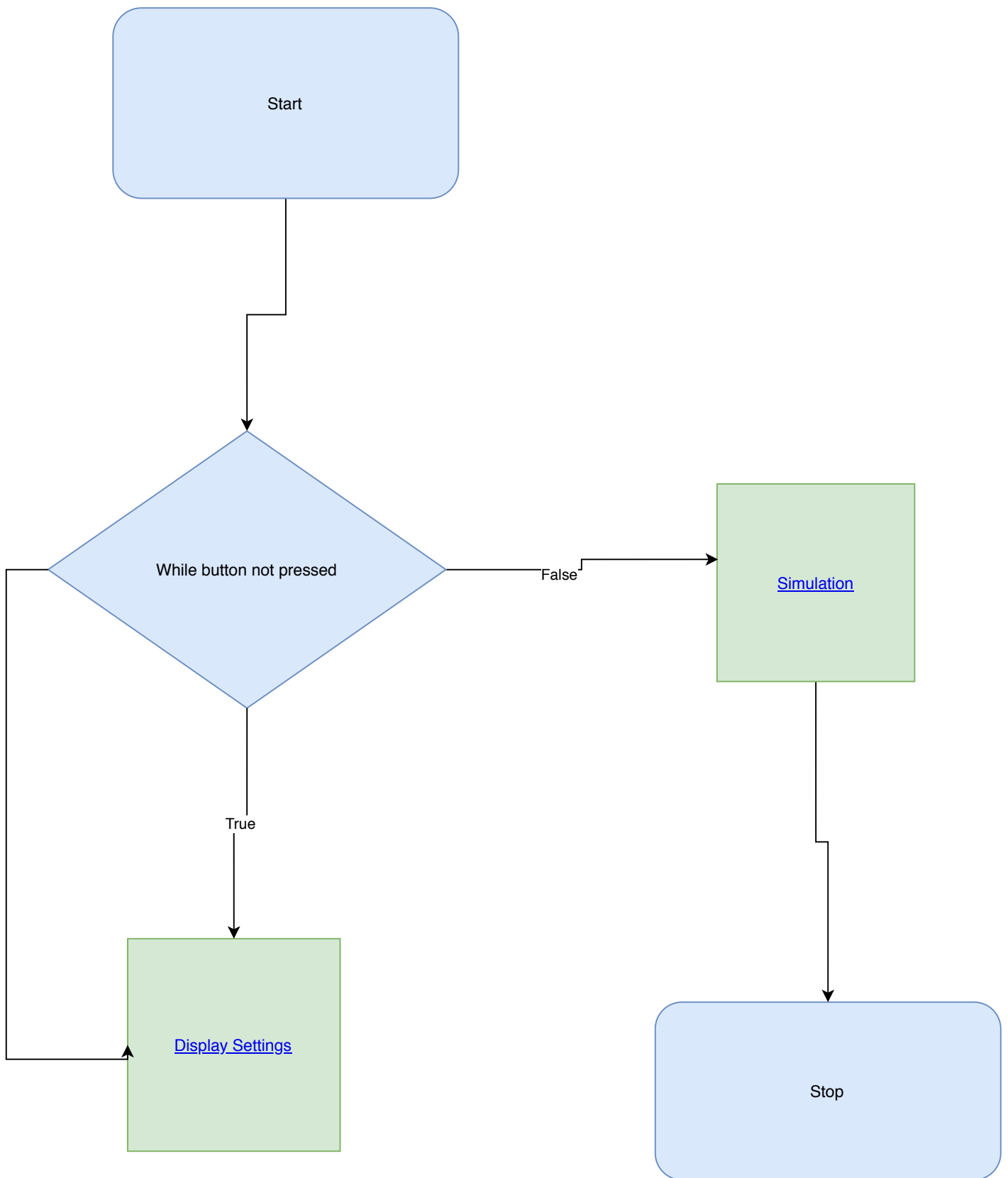
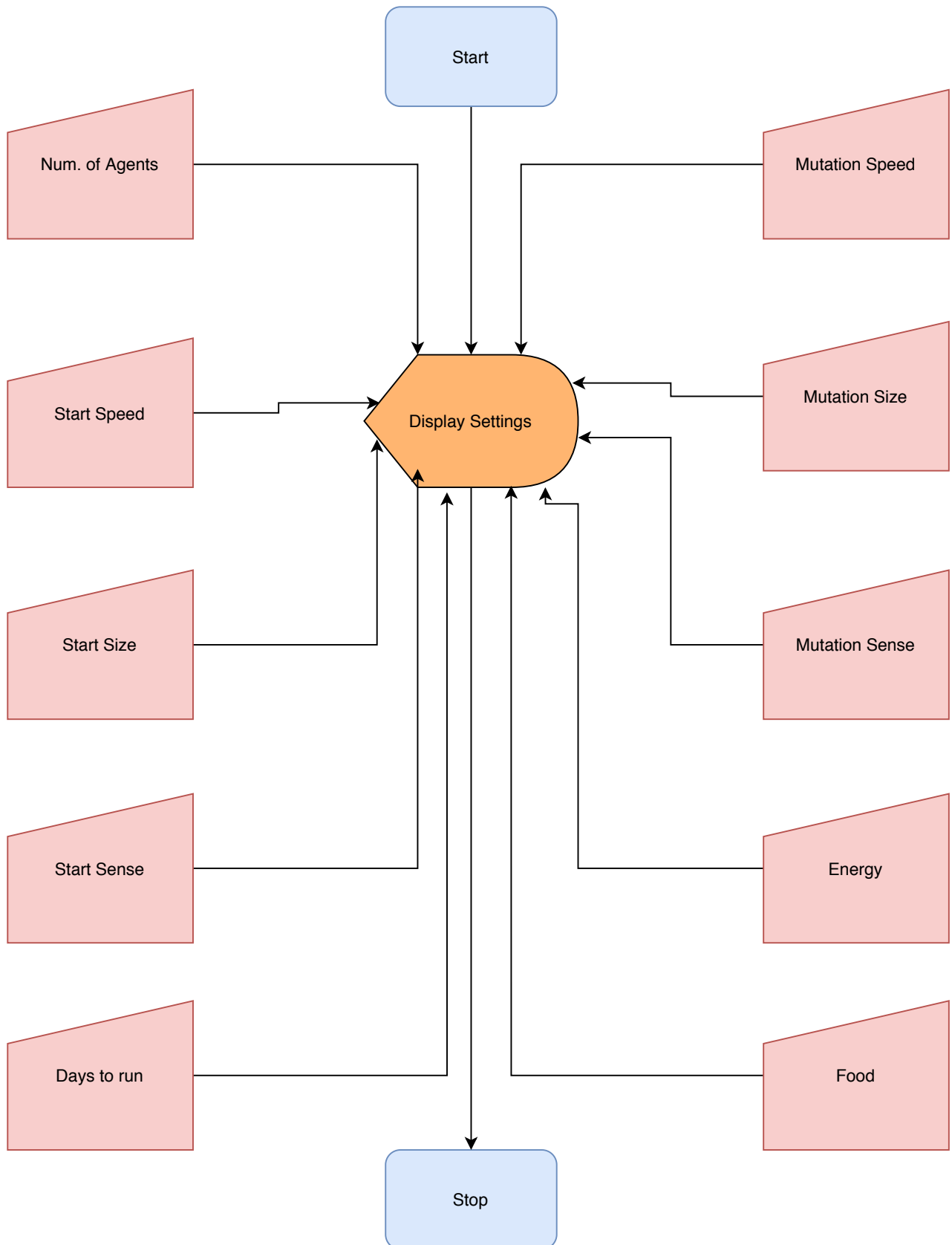


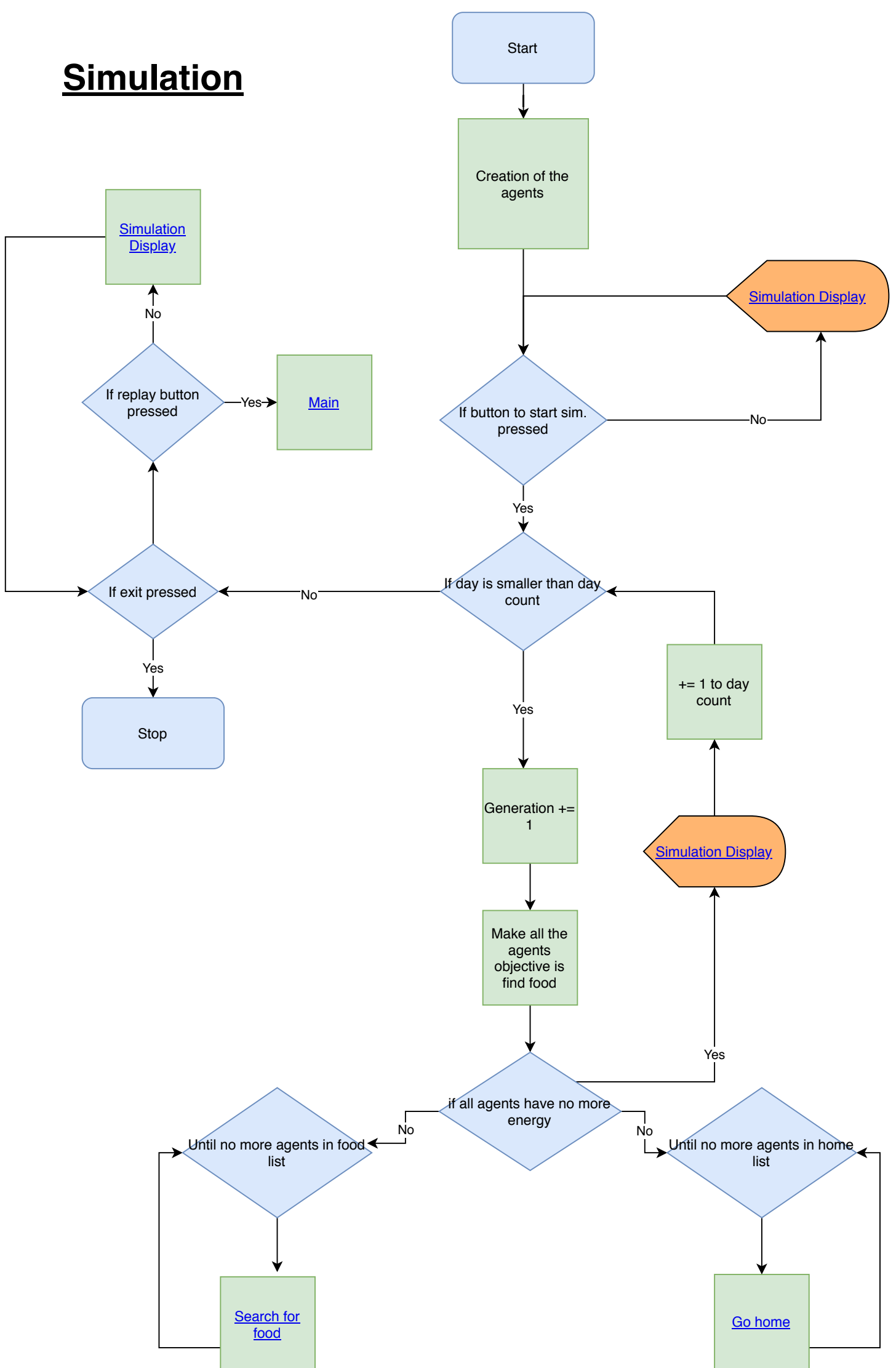
# Main



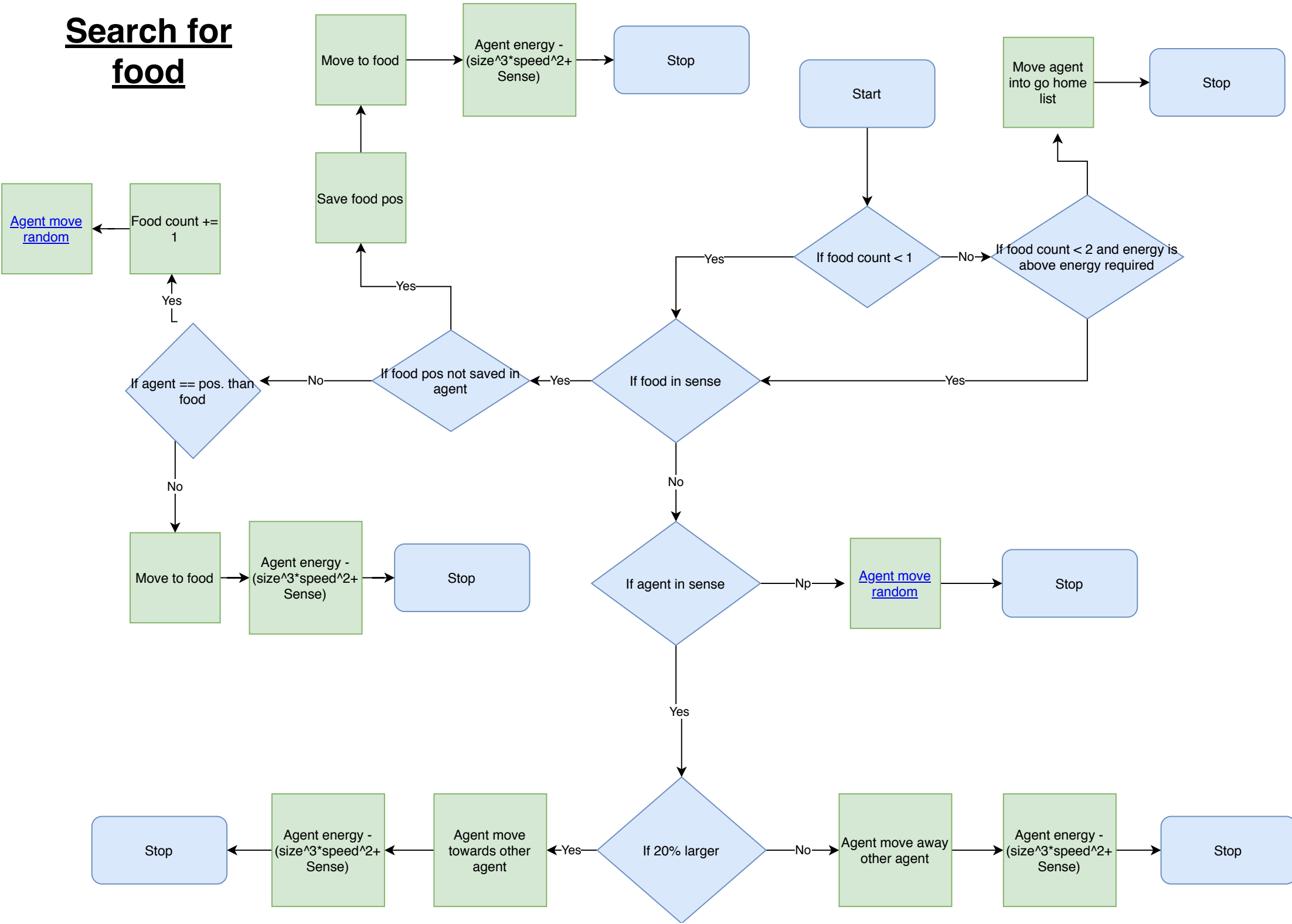
# Display Setting



# Simulation

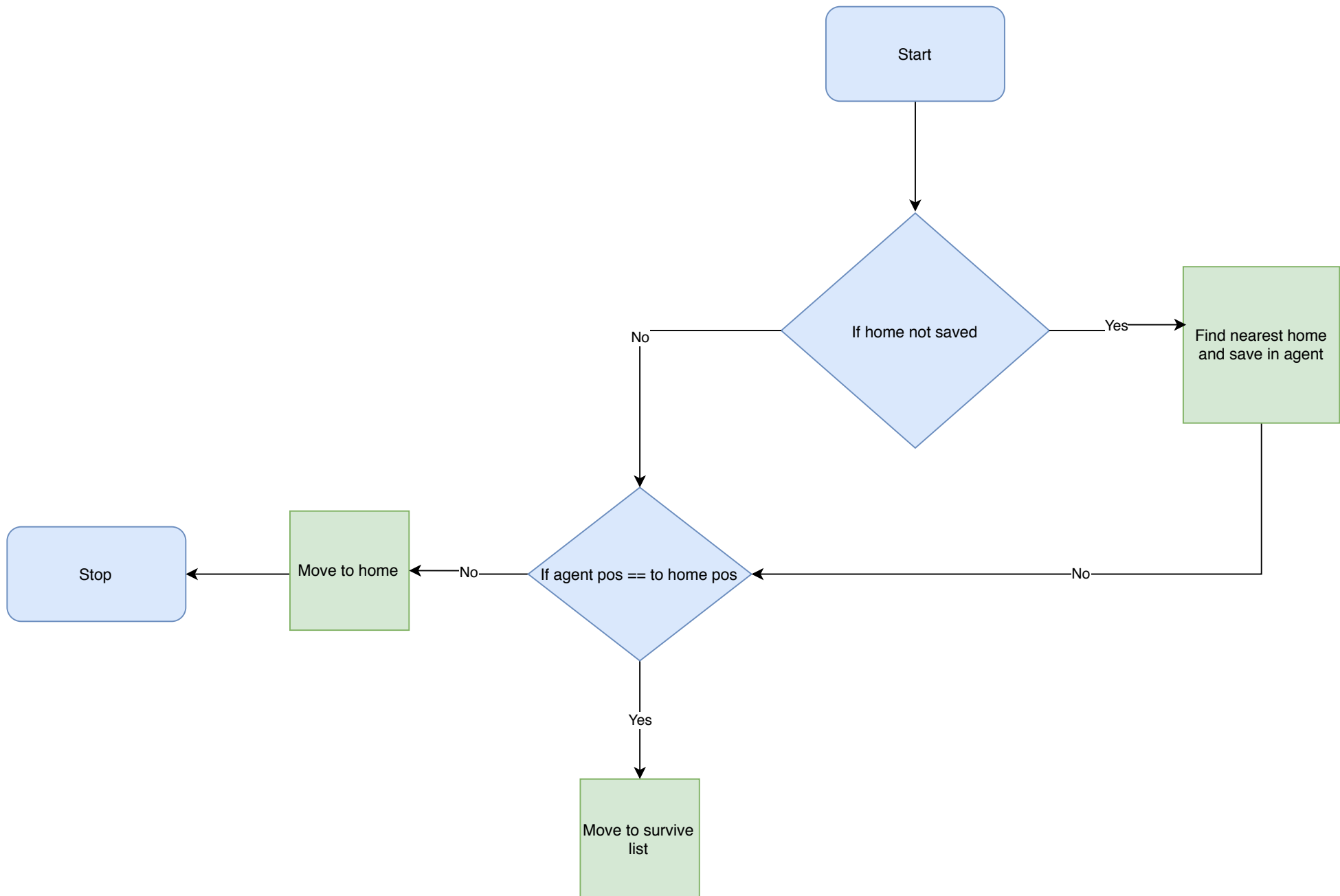


# Search for food

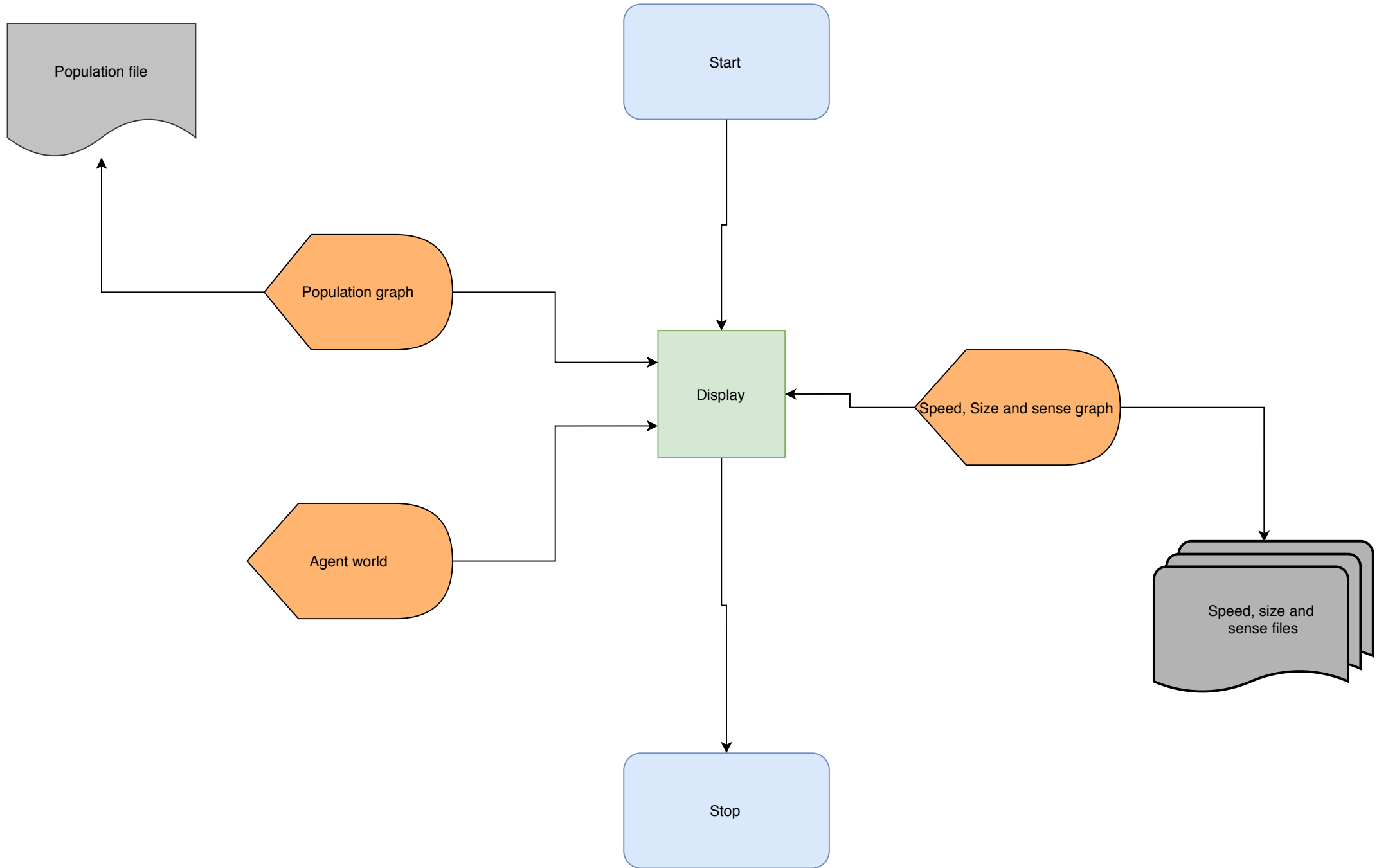




# Go Home



# Simulation Display.

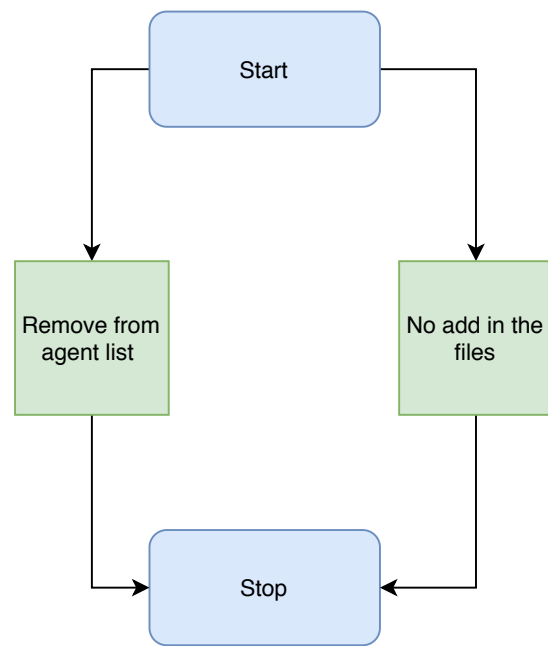


# Dead/Survive/Reproduce

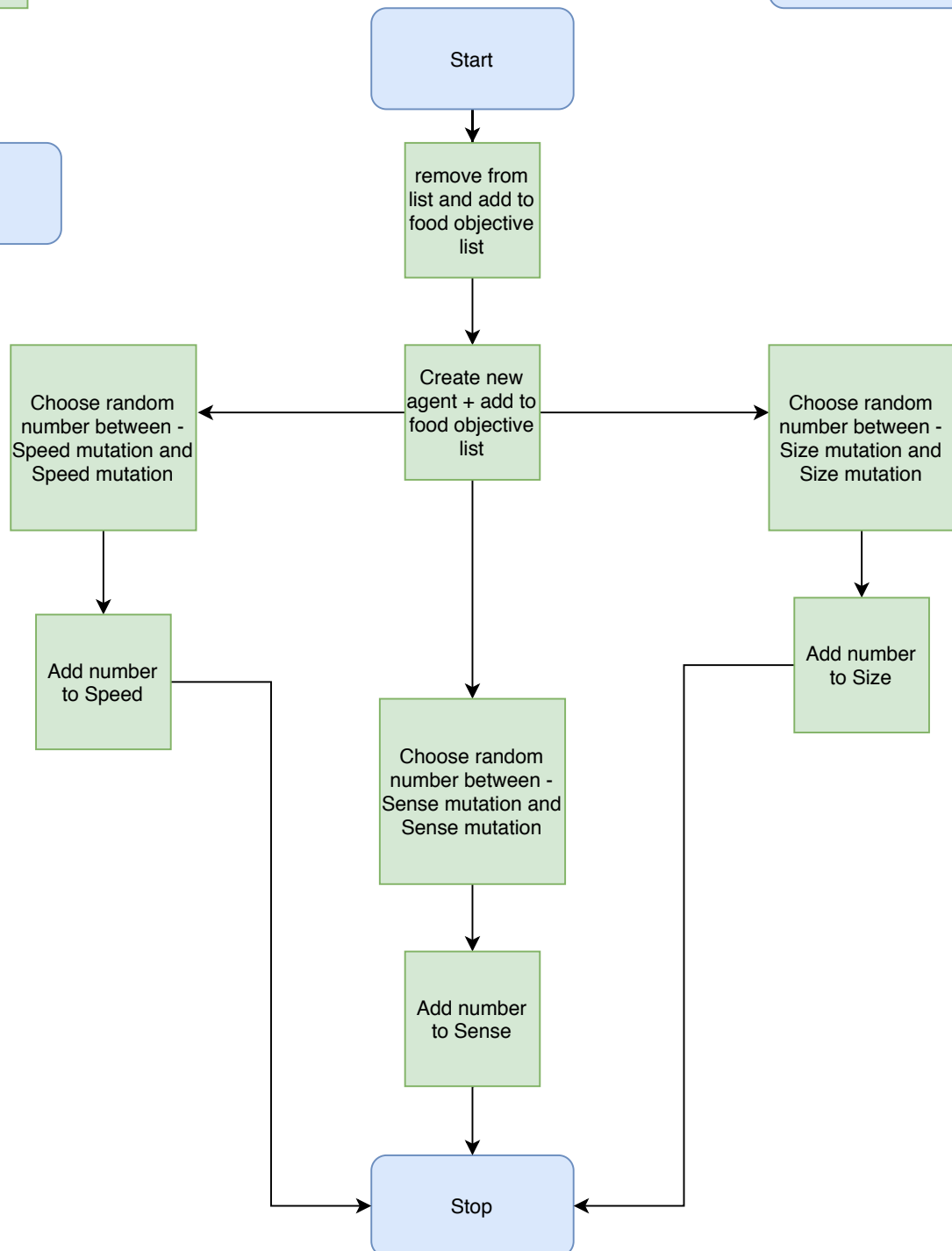
## Survive



## Dead



## Reproduce





## Agent move random

