Python Final project write up

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Project/Game Title: Interactive Ant Simulation

Libraries may be used: Standard, Pygame (Contains many libraries within)

Link to Pygame: <https://www.pygame.org/news>

GOAL:

I love sandbox games/simulations, so I will be attempting to make an ant like simulation that will allow different elemental ants to interact with each other. I will be basing some of the interactive concepts off the well know game (Powder game). I will use the pygame library to create an interactive simulation/game based off the concept of Langton’s ants and the online powder game. This will allow the user to change what type of ant to use, what color each ant will be, the speed of the ant, and how many up, down, left, right steps the ant will take. I plan on having ant interactions like: fire ant will kill all other ants, water ant will kill fire ant, plant ant will grow only in the water ant’s path, wood ant will only grow in the water ant also. I plan on making all my own classes (Button, text, menu, colors, parsing, image etc. classes) I may have to use some code from the internet and/or follow a few tutorials to get started but these blocks of code will be documented in my code though. I plan on having a start menu that will allow the user to adjust things like sound and have an about screen that will explain what all the simulation boxes control and how the simulation works.

Find out more about Langton’s Ants [here](https://en.wikipedia.org/wiki/Langton%27s_ant)