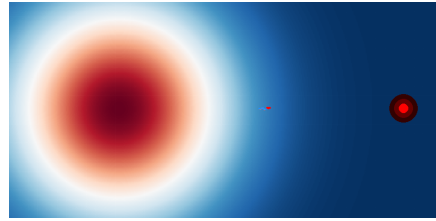


Environment

- Salinity
- Temperature
- Touch
- Collisions

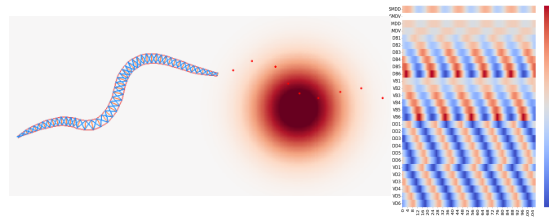


User setting

Visualization

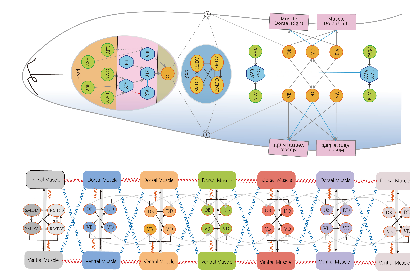
Physics Engine (Pygame)

- Motion environment simulation
- Neural activity visualization



Biomechanical Model

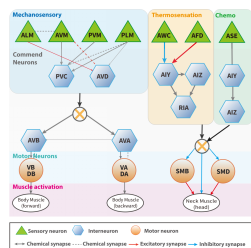
- Muscle power
- Mechanical structure
- Morphology
- Stretch receptors



Neural Computing

Spiking Neural Network (SPAIC)

- Locomotion
- Chemotaxis
- Thermotaxis
- Mechanosensation



Sensory input

Force input

Neural activity

Visualization

Neural output

Feedback