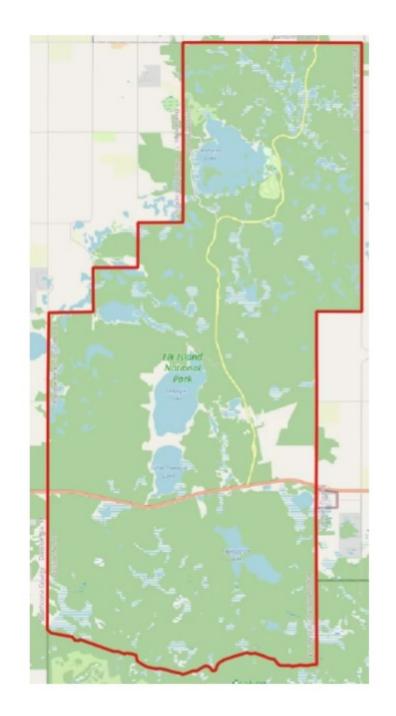
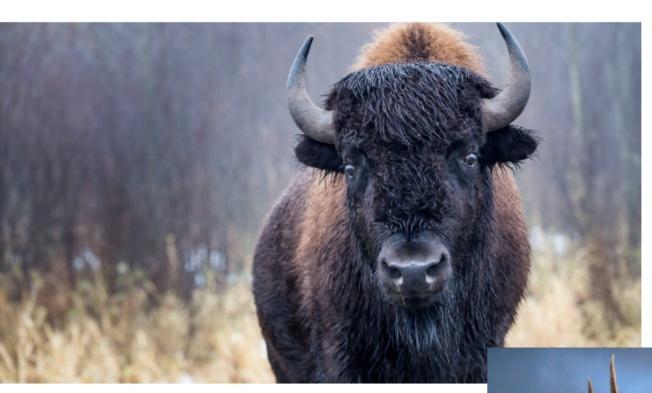
# Project I Elk Island National Park

#### Elk Island National Park

- Canadian National Park
- 194 km2 area
- approx. 400,000 visitors annually
- home to over 42 species of mammals
- especially bison and moose



### Bison, Elk, Moose



https://exploreedmonton.com/attractions-and-experiences/elk-island-national-park



https://naturealberta.ca/volunteer-with-friends-of-elk-island-society/

## Goals of the Project

- Simulate animal behaviour in the park to be able to react better to situations
- Determination of the carrying capacity

## Agents

**BisonAgent** - hydration: double - satiety: double - hoursWithoutWater: int - hoursWithoutFood: int isAlive: bool - private int dailyEatingHours; + give birth(): BisonAgent + mate(partner:BisonAgent): BisonAg + graze(): void + tick(): void + moveToWatersource(): void + UpdateDailyEatingHours(): void +CheckSurvival (): void +DoRandomWalk (): void + MoveTowardsGrazingArea (): void

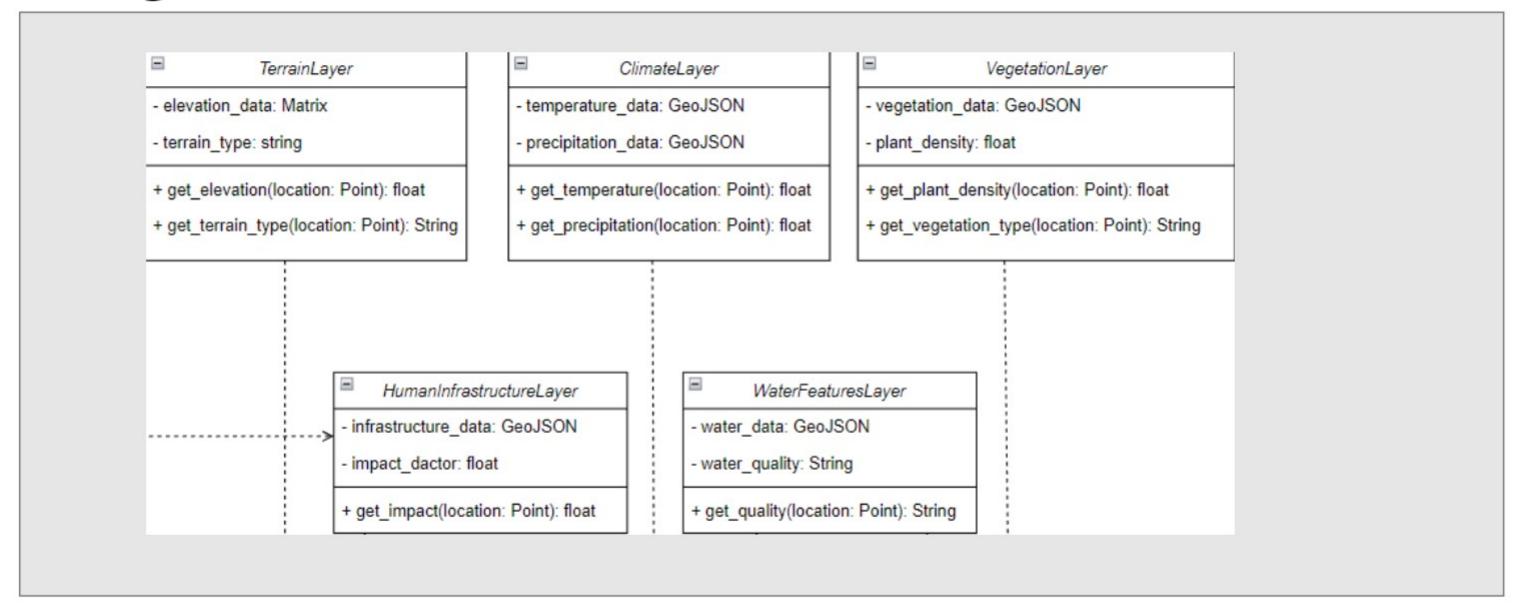
- antler\_size: float
- herd\_leader: boolean
+ graze(): void
+ mate(partner:ElkAgent): ElkAgent
+ give\_birth(): ElkAgent
+ tick(): void
+ moveToWatersource(): void

- antler\_size: float
- long\_legs: boolean

+ browse(): void
+ mate(partner:MooseAgent): MosseAgent
+ give\_birth(): MooseAgent
+ graze(): void
+ tick(): void
+ moveToWatersource(): void

full version: <a href="https://github.com/Red-Sigma/proj-ki-geo/blob/main/design/elk\_islan\_np.drawio">https://github.com/Red-Sigma/proj-ki-geo/blob/main/design/elk\_islan\_np.drawio</a>

#### Layers



full version: <a href="https://github.com/Red-Sigma/proj-ki-geo/blob/main/design/elk-islan-np.drawio">https://github.com/Red-Sigma/proj-ki-geo/blob/main/design/elk-islan-np.drawio</a>

#### **Tools and Tech**















