­­**Environment Types**

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| C:\Users\A\Google Drive\Documents - GD\CS\Javascript\Projects\Senior Project\images\backgrounds\jungle_tile2.png  **Jungle** | |
| Species List | Fern, Deer,  Boar, Bear |
| Obstacle Percentage | 25% |
| Obstacle List   * TreeC:\Users\A\Google Drive\Documents - GD\CS\Javascript\Projects\Senior Project\images\obstacles\tree2.png Size: 2x1 | |

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| **C:\Users\A\Google Drive\Documents - GD\CS\Javascript\Projects\Senior Project\Ecolamity\images\backgrounds\desert_tile.png**  **Desert** | |
| Species List | Cactus, Iguana, Snake, Coyote |
| Obstacle Percentage | 5% |
| Obstacle List   * Rock C:\Users\A\Google Drive\Documents - GD\CS\Javascript\Projects\Senior Project\Ecolamity\images\obstacles\rock.png Size: 1x1 | |

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| **C:\Users\A\Google Drive\Documents - GD\CS\Javascript\Projects\Senior Project\Ecolamity\images\backgrounds\ocean_tile.png**  **Ocean** | |
| Species List | Plankton, Tuna, Octopus, Shark |
| Obstacle Percentage | 0% |
| Obstacle List   * None | |

**Jungle Species**

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| C:\Users\A\Google Drive\Documents - GD\CS\Javascript\Projects\Senior Project\Ecolamity\images\sprites\boar.png  **Boar** | |
| Lifespan (days) | 12 |
| Age of Maturity | 33% |
| Number of Children | 1 |
| Reproduction  Cool-down Time (days) | 3 |
| Predator Type | Omnivore |
| Eating Cool-down  Time (days) | 1 |
| List of Prey | Fern, Deer |
| List of Predators | Bear |
| Movement Speed | Normal |
| Behavior Specification:   * If its food meter is 2, Boars will approach, at max speed, any prey within a search scope of 2. * If its food meter is 2, Boars will approach, at max speed, any prey within a search scope of 4. * Moves in erratic patterns. | |

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| **C:\Users\A\Google Drive\Documents - GD\CS\Javascript\Projects\Senior Project\Ecolamity\images\sprites\bear.png**  **Bear** | |
| Lifespan (days) | 15 |
| Age of Maturity | 50% |
| Number of Children | 1 |
| Reproduction  Cool-down Time | 3 |
| Predator Type | Carnivore |
| Eating Cool-down  Time (days) | 1 |
| List of Prey | Boar |
| List of Predators | None |
| Movement Speed | Fast  (food meter 1)  Normal  (food meter 2)  Slow  (food meter 3,4) |
| Behavior Specification:   * If its food meter is 1, Bears will approach, at max speed, any prey within a search radius of 2. * Its movement speed is dependent on its food meter. Bears move slower as their food meter increases and faster as it decreases. * Moves in erratic patterns. | |

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| C:\Users\Dias\Google Drive\Documents - GD\CS\Javascript\Projects\Senior Project\images\main_sprites\deer (1).png  **Deer** | |
| Lifespan (days) | 15 |
| Age of Maturity | 33% |
| Number of Children | 2 |
| Reproduction  Cool-down Time (days) | 3 |
| Predator Type | Herbivore |
| Eating Cool-down  Time (days) | 1 |
| List of Prey | Fern |
| List of Predators | Boar, Bear |
| Movement Speed | Normal |
| Behavior Specification:   * If its food meter is less than 4, Deer will run away, at max speed, from predators located within a search radius of 2. * Moves in somewhat linear patterns. | |

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| C:\Users\Dias\Google Drive\Documents - GD\CS\Javascript\Projects\Senior Project\images\main_sprites\fern (1).png  **Fern** | |
| Lifespan (days) | 12 |
| Age of Maturity | 40% |
| Number of Children | 2 |
| Reproduction  Cool-Down Time (days) | 6 |
| List of Predators | Deer, Boar |
| Behavior Specification:   * Automatically reproduces once it is capable of doing so. | |

**Desert Species**

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| C:\Users\A\Google Drive\Documents - GD\CS\Javascript\Projects\Senior Project\Ecolamity\images\sprites\iguana.png  **Iguana** | |
| Lifespan (days) | 8 |
| Age of Maturity | 60% |
| Number of Children | 3 |
| Reproduction  Cool-down Time (days) | 3 |
| Predator Type | Herbivore |
| Eating Cool-down  Time (days) | 1 |
| List of Prey | Cactus |
| List of Predators | Snake, Coyote |
| Movement Speed | Fast |
| Behavior Specification:   * Must eat every 1.5 days instead of 2. * Moves in linear patterns. | |

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| C:\Users\A\Google Drive\Documents - GD\CS\Javascript\Projects\Senior Project\Ecolamity\images\sprites\cactus.png  **Cactus** | |
| Lifespan (days) | 20 |
| Age of Maturity | 45% |
| Number of Children | 1 |
| Reproduction  Cool-Down Time (days) | 10 |
| List of Predators | Iguana |
| Behavior Specification:   * Automatically reproduces once it is capable of doing so. * Can be attacked/eaten 3 times before it is fully killed. | |

**Ocean Species**

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| C:\Users\A\Google Drive\Documents - GD\CS\Javascript\Projects\Senior Project\Ecolamity\images\sprites\snake.png  **Snake** | |
| Lifespan (days) | 12 |
| Age of Maturity | 33% |
| Number of Children | 2 |
| Reproduction  Cool-down Time (days) | 3 |
| Predator Type | Carnivore |
| Eating Cool-down  Time (days) | 1 |
| List of Prey | Iguana |
| List of Predators | Coyote |
| Movement Speed | Normal |
| Behavior Specification:   * Can kill a predator if the snake’s food meter is higher. * Moves in erratic patterns. | |

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| **C:\Users\A\Google Drive\Documents - GD\CS\Javascript\Projects\Senior Project\Ecolamity\images\sprites\coyote.png**  **Coyote** | |
| Lifespan (days) | 10 |
| Age of Maturity | 50% |
| Number of Children | 1 |
| Reproduction  Cool-down Time (days) | 3 |
| Predator Type | Carnivore |
| Eating Cool-down  Time (days) | 1 |
| List of Prey | Iguana, Snake |
| List of Predators | None |
| Movement Speed | Normal |
| Behavior Specification:   * If its food meter is 1, Coyotes will look for prey with a scope of the entire map. * Moves at max speed if its food meter is maxed out. * Moves in somewhat linear patterns. | |

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| C:\Users\A\Google Drive\Documents - GD\CS\Javascript\Projects\Senior Project\Ecolamity\images\sprites\octopus.png  **Octopus** | |
| Lifespan (days) | 10 |
| Age of Maturity | 15% |
| Number of Children | 1 |
| Reproduction  Cool-down Time (days) | 3 |
| Predator Type | Omnivore |
| Eating Cool-down  Time (days) | 1 |
| List of Prey | Plankton, Tuna |
| List of Predators | Shark |
| Movement Speed | Normal |
| Behavior Specification:   * Will eat its own kind if its food meter is 1. * Must eat every 1.5 days instead of 2 * Searches by diagonal scope. * Approaches prey within a diagonal scope of 2, if its food meter is less than 3 * Moves in somewhat linear patterns. | |

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| **C:\Users\A\Google Drive\Documents - GD\CS\Javascript\Projects\Senior Project\Ecolamity\images\sprites\shark.png**  **Shark** | |
| Lifespan (days) | 22 |
| Age of Maturity | 33% |
| Number of Children | 1 |
| Reproduction  Cool-down Time (days) | 3 |
| Predator Type | Carnivore |
| Eating Cool-down  Time (days) | 1.5 |
| List of Prey | Tuna, Octopus |
| List of Predators | None |
| Movement Speed | Slow |
| Behavior Specification:   * Only needs to eat every 3 days. * Moves in linear patterns. | |

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| C:\Users\A\Google Drive\Documents - GD\CS\Javascript\Projects\Senior Project\Ecolamity\images\sprites\tuna.png  **Tuna** | |
| Lifespan (days) | 15 |
| Age of Maturity | 33% |
| Number of Children | 2 |
| Reproduction  Cool-down Time (days) | 3 |
| Predator Type | Herbivore |
| Eating Cool-down  Time (days) | 1 |
| List of Prey | Plankton |
| List of Predators | Octopus, Shark |
| Movement Speed | Random |
| Behavior Specification:   * Runs away from predators within a scope of 3, if food meter is less than 3 * Movement speed randomly ranges from slow to fast. * Moves in linear patterns. | |

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| C:\Users\A\Google Drive\Documents - GD\CS\Javascript\Projects\Senior Project\Ecolamity\images\sprites\plankton.png  **Plankton** | |
| Lifespan (days) | ∞ |
| Age of Maturity | 0% |
| Number of Children | 0 |
| Reproduction  Cool-Down Time (days) | 0 |
| List of Predators | Tuna, Octopus |
| Movement Speed | Slow |
| Behavior Specification:   * Cannot die * Does not eat or reproduce | |