

## world.World

- + settings
- + width
- + height
- + cell\_size
- + images
- + canvas
- + cells
- + counter
- + ants
- + nests

- + \_\_init\_\_()
- + \_\_getitem\_\_()
- + convert\_images()
- + advance()
- + add\_ant()
- + spawn\_foodsource()
- + spawn\_colonies()
- + get\_ant\_count()
- + create\_walls()
- + render()
- + evaporate\_scent()
- + remove\_dead\_ants()