

world.World

- + width
- + height
- + cell_size
- + images
- + settings
- + canvas
- + cells
- + counter
- + ants

- + __init__()
- + __getitem__()
- + convert_images()
- + advance()
- + spawn_ants()
- + spawn_foodsource()
- + create_home()
- + render()
- + evaporate_scent()