**OOA**

* End Goal: Biological Evolution Sandbox
  + What do we want?
    - End game, stable ecology
      * Net number of organisms don’t change
    - Food, vegetation, other organisms
    - Water
      * Some organisms can go in water
    - Weather
      * Hot cold
      * Types of weather
    - Statistics
    - A log
    - Disease
    - Natural Disaster
    - Terrain
    - Live Edit of organisms
    - Tile based graphics

**Priority of features**

**Must have**

1. Organism life cycle
   1. Genetic Crossover algorithm
2. Stats
3. Tile based graphics
4. Live edit of organisms

**Should have**

1. Weather
2. A log
3. Natural disasters
4. Disease
5. Speciation
6. Decent Pathfinding

**Could have**

1. Advanced Graphics
   1. Sprite Animation
   2. Weather Particle effects
   3. Running water

**Won’t have**

1. 3D