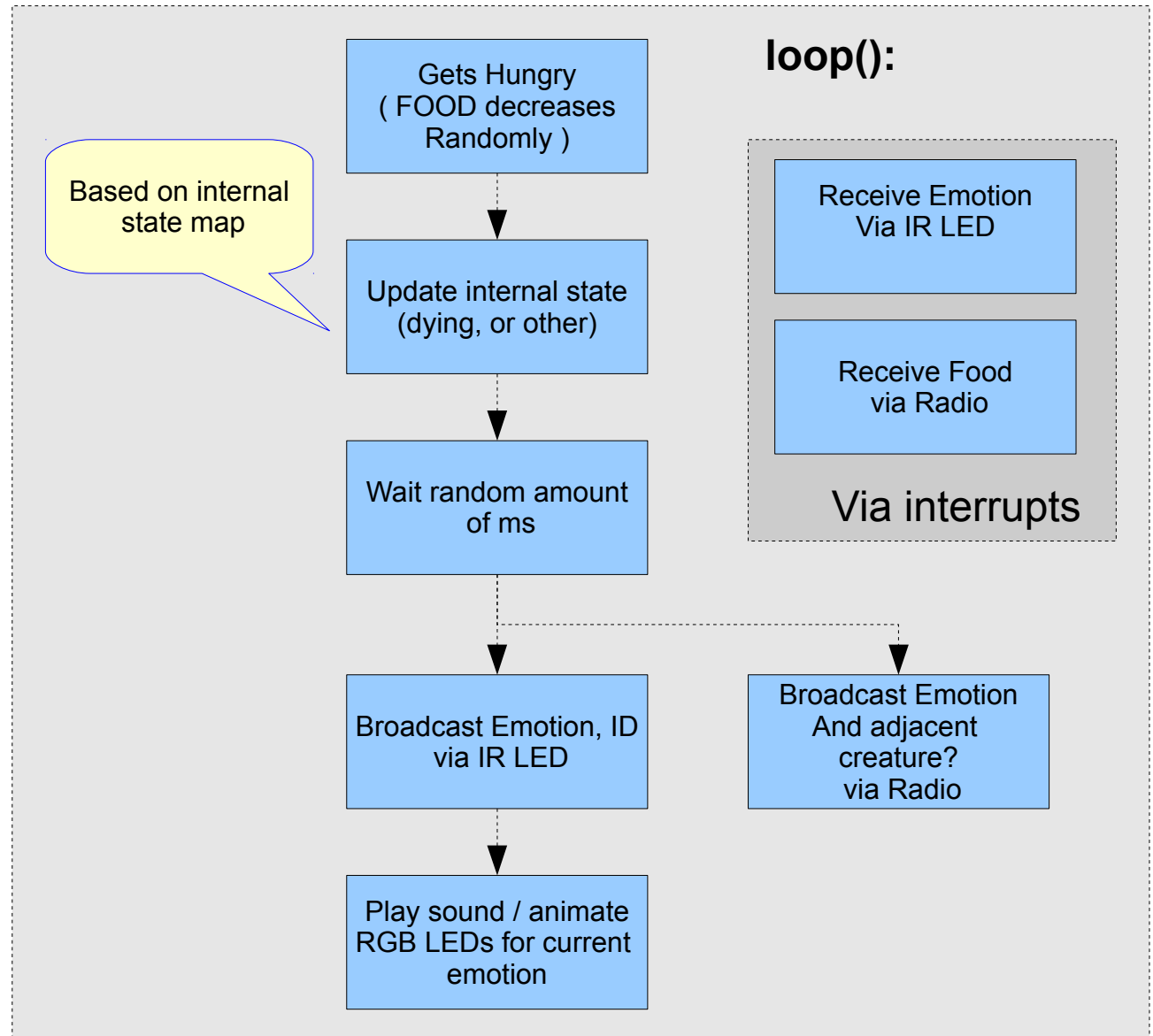This represents what goes on in the creatures' brains (e.g. the Arduino) at any point in time.

Part of The Life Project –
http://lifeproject.spacestudios.org.uk

By Openlab Workshops
http://openlabworkshops.org
and
SPACE Studios http://spacestudios.org.uk

Ver. 1.0
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loop():

Gets Hungry
(FOOD decreases
Randomly)

Based on internal state map

Update internal state
(dying, or other)

Wait random amount
of ms

Broadcast Emotion, ID
via IR LED

Play sound / animate
RGB LEDs for current
emotion

Broadcast Emotion
And adjacent
creature?
via Radio

Receive Emotion
Via IR LED

Receive Food
via Radio

Via interrupts