Ben Coates

Professor Rapp

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PDMP

* Set the grid
  + I played around with the start and side just to see how it looked at different points.
* Plot the plot, code was given to us
* Create and add predator to screen
  + Created the predator and where it could go by the code below, this code covers all spaces that the predators could move to
    - def drawPred(y, x, cur):
      * newState=copy.deepcopy(cur)
      * newState[y][x] = 2
      * newState[y][x+1] = 2
      * newState[y][x-1] = 2
      * newState[y+1][x-1] = 2
      * newState[y-1][x+1] = 2
      * newState[y+1][x+1] = 2
      * newState[y+1][x] = 2
      * newState[y-1][x] = 2
      * newState[y-1][x-1] = 2
  + I was able to ger predator on screen by changing the color and setting the predator to the #2. Setting it to 2 changed the color from the original yellow the game of life had
  + Couldn’t get the predator to take up 9 cells
  + To check this though you can print out the cells it is taking up somehow
  + I couldn’t get to the point of spawning a child so I spawn multiple predators at once.
  + My original code to try this is below but this did not exactly work
  + if cur [i][j]==0
    - if numAlive < 1:
      * newState[i][j] = 2
  + This function below gets multiple predators on the screen because of the defined start points.
    - if cur[i][j] == 0:
      * newState = drawPred(startY, startX, newState)
  + To check and verify the code you could hard code the predator outside of the box and make sure it doesn’t crash
* Get the predator to move
  + The predator can move but not where I want it to unless I hard code it, could not figure this part out on making it move.
  + While moving it eventually just stops moving and freezes
  + Still could not get this fixed ^
* Be able to stockpile food
  + I did not get to this point to stockpile food but I’m assuming you would need a counter of some sort for every time the predator gets food.
  + Print out counter to check if the right amount of food is stockpiled
  + Print out counter to check if the food is decreasing while the predator is moving
* Be able to spawn new predator based on the amount of food stockpiled
  + Since I do not know how to get the food stockpile working I could not get to this part either
  + Print out and see if the food stockpiled is taken away and split when new predator is spawned
  + Also could not get the spawned child to not move perpendicular to the predator
  + To check if predator moves perpendicular and inverts the parents movement just run the program and see
* Spawned Child outlives predator
  + Did not get to this point but it makes sense because the spawned child is newer and will start at 0 turns while the original predator has already gone through many turns to spawn new child.
  + To be certain the spawned predator outlives the parent predator just run the code the certain amount of steps until the parent dies