

Blade of Grass model

- Structure will arise within any sufficient fertile environment.

ex. grasses, trees, animals, humans will develop
these will grow to match available resources
nature of the structures will match environment

- focus #1 is creating a fertile environment

Q) How do you make the world that is produced useful?

A) you kill weeds
you mow grass
you harvest trees
you cut down trees

you move to a place that produces what you want.

- focus #2 is shaping the environment

Shaping Environment / Blade of Grass

- May need a graphical component to efficiently select or shape system

~~Specified or text based~~

Programming (text) system based on text results and text statistics may be too limiting for large systems and long time ranges