1. MODEL

The model has got seven different variables, all of them customizable with the implemented sliders:

* Horizontal size of the grid
* Vertical size of the grid
* Initial number of agents
* Birth threshold of the agents
* Grass growth rate
* Grass energy

When the simulation begins, every initial agent receives a random initial energy between two given values (explained in METER AQUÍ DONDE LO DIGO). The idea behind this is simulate the real behaviour of any animal specie, assigning a different life span to each rabbit (some initial agents are stronger than others). However, once the simulation has started, the new born rabbits’ energy will be proportional to their father’s energy. This way, the “stronger” is a rabbit, the stronger its sons will be, imitating the genetic behaviour.

1. AGENT
2. SPACE