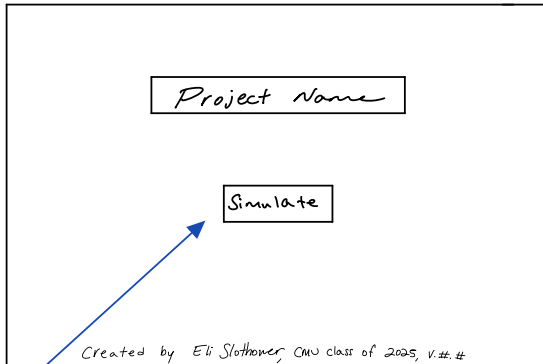


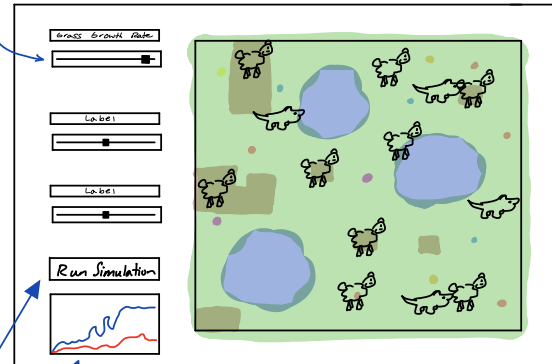
Title Screen



User clicks on "Simulate" to enter Simulate

Slider to change attributes of the simulation

Simulation Screen #1

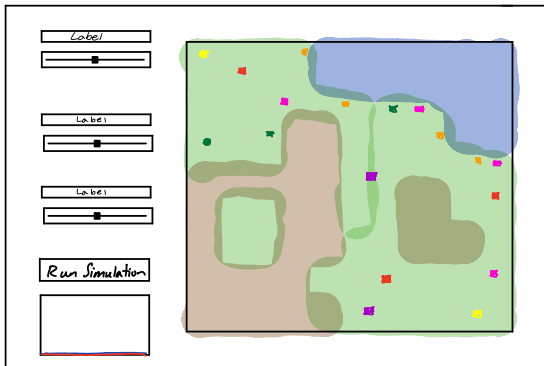


User hits "Run Simulation" to run simulation

Graph of current animal populations

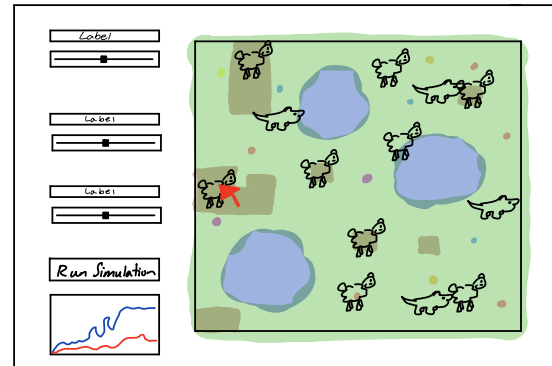
Feature 1: This panel illustrates how moving sliders will impact the simulation. In this case, the "grass growth rate" slider is almost at 100%, which is reflected in the simulation with a lot of green grass.

Simulation Screen #2



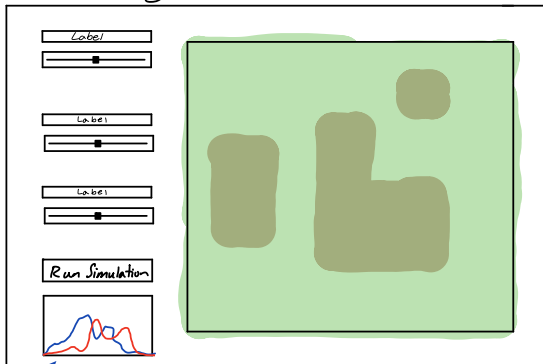
Feature 2: This panel illustrates how the terrain will be automatically generated being different each time. This is just one way the terrain could be generated.

Simulation Screen #3



Feature 3: Clicking on an animal will make it "go to sleep forever" and disappear. (The red arrow is a mouse pointer)

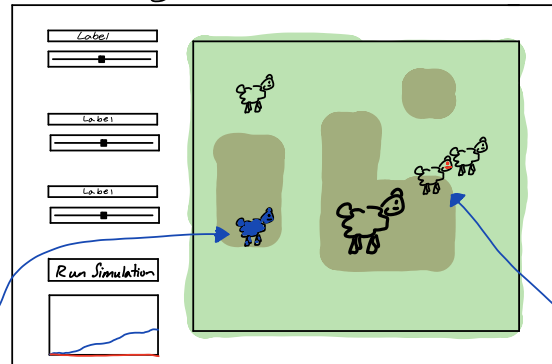
Simulation Screen #4



Graph reflects that all animals have died

This panel shows what it looks like when all animals have died.

Simulation Screen #5



This panel illustrates mutations in animals

This sheep has mutated and is now blue

This sheep is infected with the cannibalism mutation