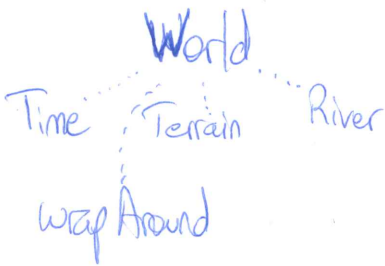


Living Entity

Inert Entity



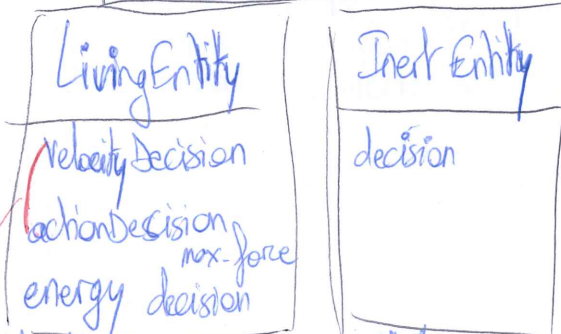
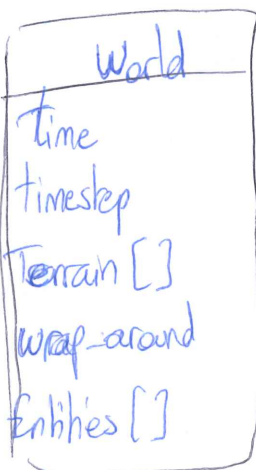
Velocity Decision

Action Decision

Cohesion Separation Alignment

Fight CreateNest CreateAnt

observer is made thanks to  
atGraphics View?



Cohesion Decision  
Separation Decision  
Alignment Decision

Fight Action  
Nest Create Action  
Ant Create Action

- Create entities
- handle terrains
- Computes neighborhoods properly

Ant predator (How to make decisions)  
states (An ant can change role during runtime)