Team

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Github Names

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Title

Terrarium

Description

An evolution simulator in which creatures start out with random features and instructions, and over many generations become capable of surviving in harsh environments.

Actors

- User
- Creatures

Functionality

- user can set environment parameters
- user can set starting random seed
- user can save and load the state of the simulation
- creatures can move around
- creatures can eat food
- creatures have some number of sensors
- creatures can attack other creatures
- creatures can reproduce w/ some mutation rate