

The Weird Creature World

This project was very reasonable in terms of difficulty once I finally understood how each code or method worked. It definitely tested my ability to read code and understand it, especially code that wasn't written by myself. Overall I was able to transform the original square shape to a triangle to display which direction the creature is facing, I was able to store multiple creatures, and have them all displayed. Creatures of the same species will not spawn on the same location. New creatures like Parry, and Rook were added. The program will print the creatures position as well as a count of all the creatures/species. A roomber was implemented, which walks over all the tiles in the world. The instructions "ifsame", "ifenemy" and "ifrandom" were implemented into the code. The Randy creature was created. The instruction infected was also completed, where if an enemy is next to a flytrap, the enemy will become the species. In summary, Tasks 1 - 9 were completed.

Task 9 involved creating my own creatures based on the instructions I implemented from task 1 through task 8. That being said, here are the following created creatures.

Roamer

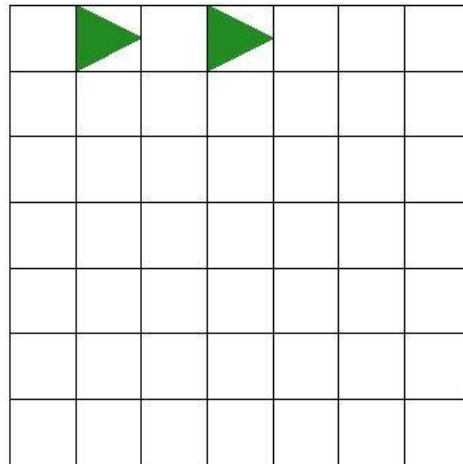
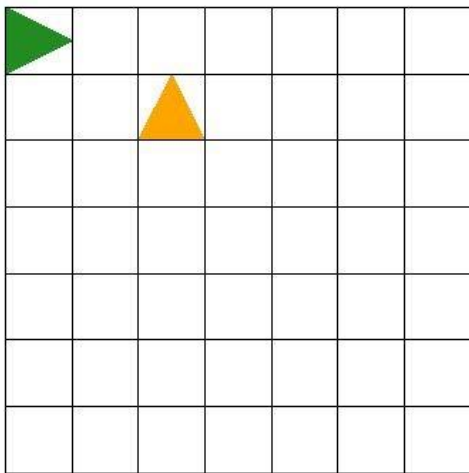
Description:

This creature is forest green

This creature originally lives on the outer layer of the world.

If any other species makes contact with this creature, it'll will be infected and become a roamer on its current location.

This creature will only move forward and twist it's direction staying on the outer edge. If the creature comes into contact with another creature, that creature will reverse its direction, meet the wall and twist into the outer edge.



Purpose:

The purpose of this creature is to capture any creature that is on the outer edge of the world and turn them into one of their own.

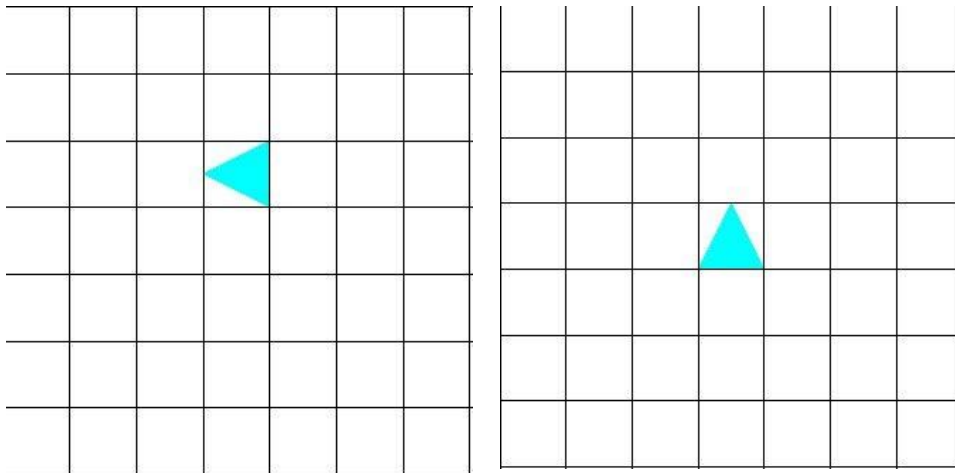
Drunk

Description

This creature is cyan coloured

This creature has no motive, it will randomly change directions because it is drunk.

The Drunk hops and continues to hop until a random number is generated, which will have a 50% chance of changing its direction



Purpose

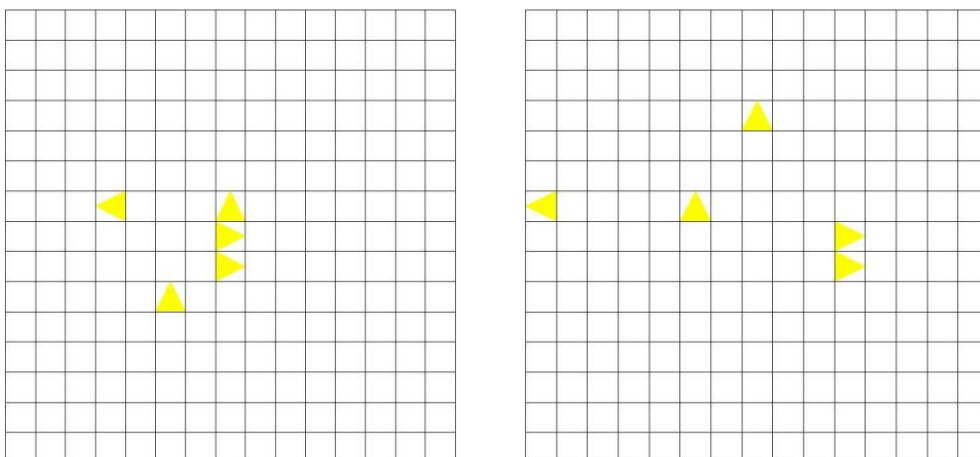
The drunk doesn't serve much purpose but to survive.

Civilian

Description

This creature is yellow

This creature just walks around the world and tries to survive. They move in another direction when they see old civilians in front of them.



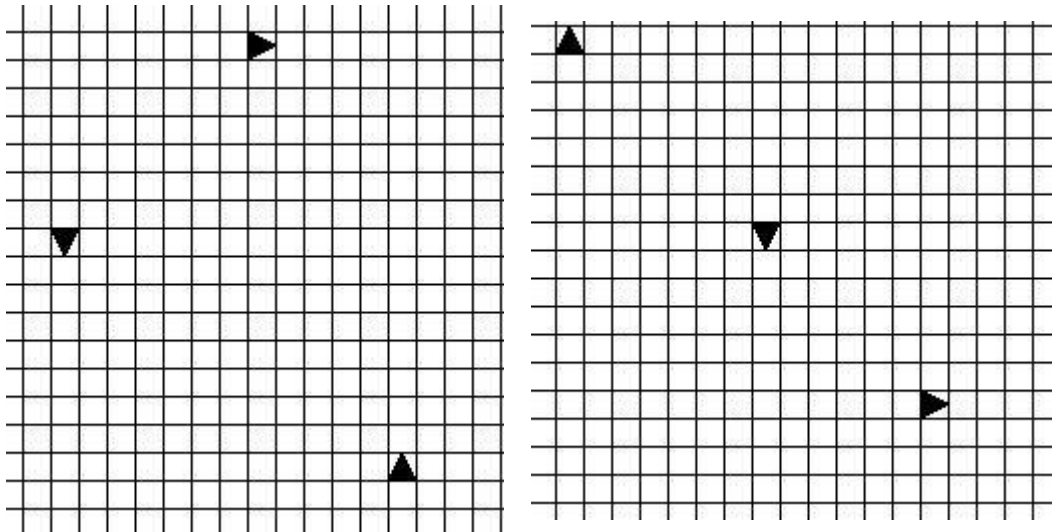
Purpose

The purpose of this creature is to explore the map without being infected by the Roamers

Bat

Description

A black creature that flutters around the world randomly. This creature was inspired by Randy in task 7, as it was a good implementation of the reverse instruction and ifrandom.



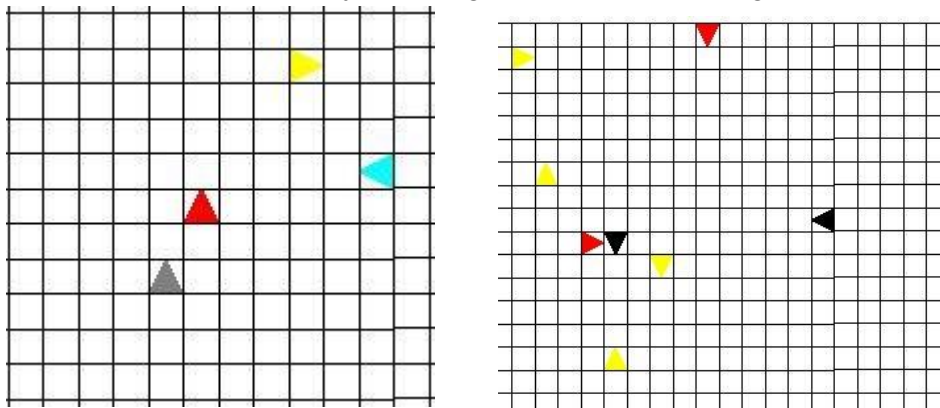
The bat is a good creature to fill in the world as it gives the world some living aspects.

Gambler

Description:

This creature is red.

This creature is called the gambler because it risks going on the outer edge a lot. It's risking it's on species existence by travelling in and out on the edge of the world.



This creature was derived from the rook, but was given a proper description