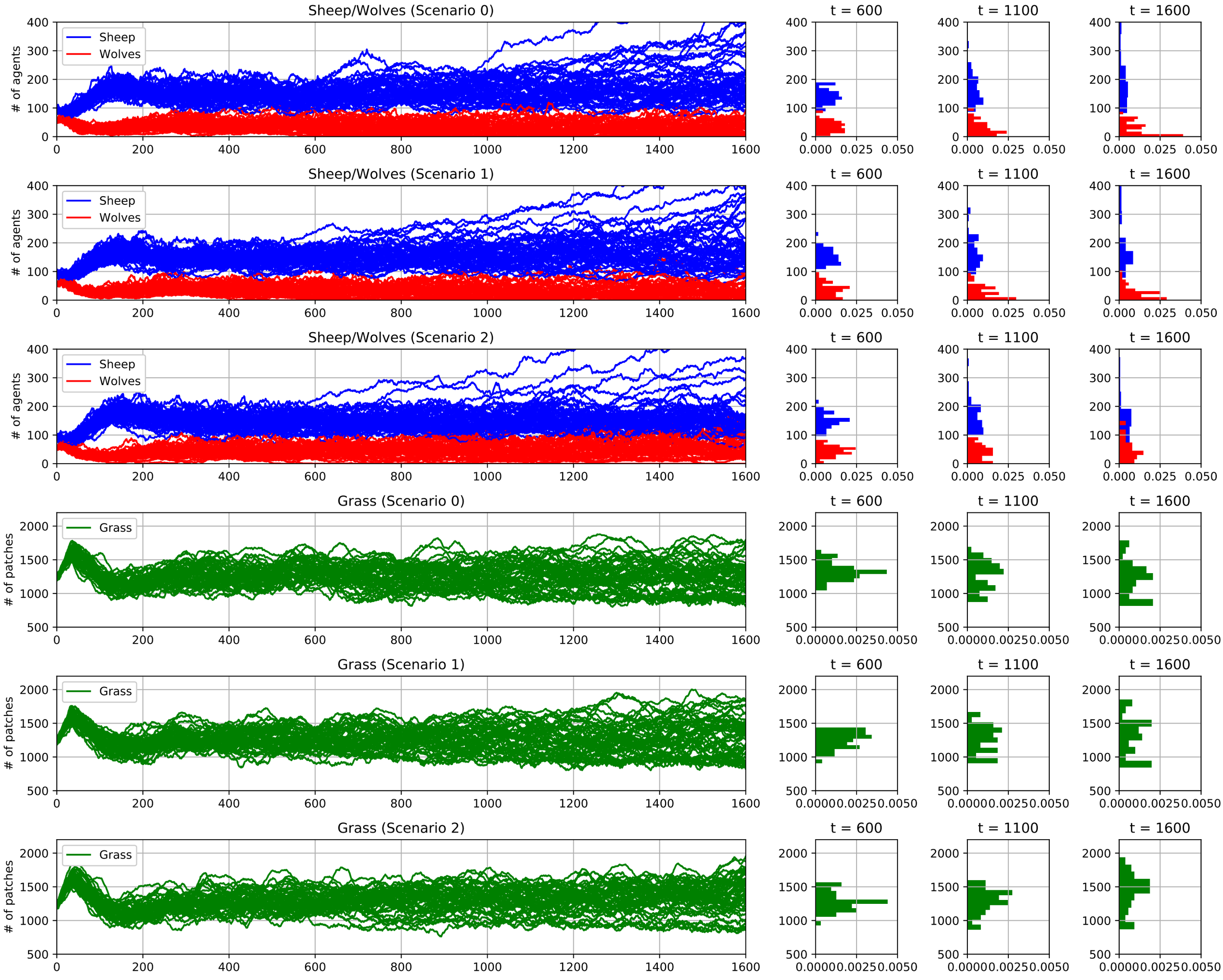
Sheep/Wolves (Scenario 0)
Sheep/Wolves (Scenario 1)
Sheep/Wolves (Scenario 2)
Sheep
Wolves
# of agents
t = 600
t = 1100
t = 1600
Grass (Scenario 0)
Grass (Scenario 1)
Grass (Scenario 2)
Grass
# of patches