

Katherine Lousell

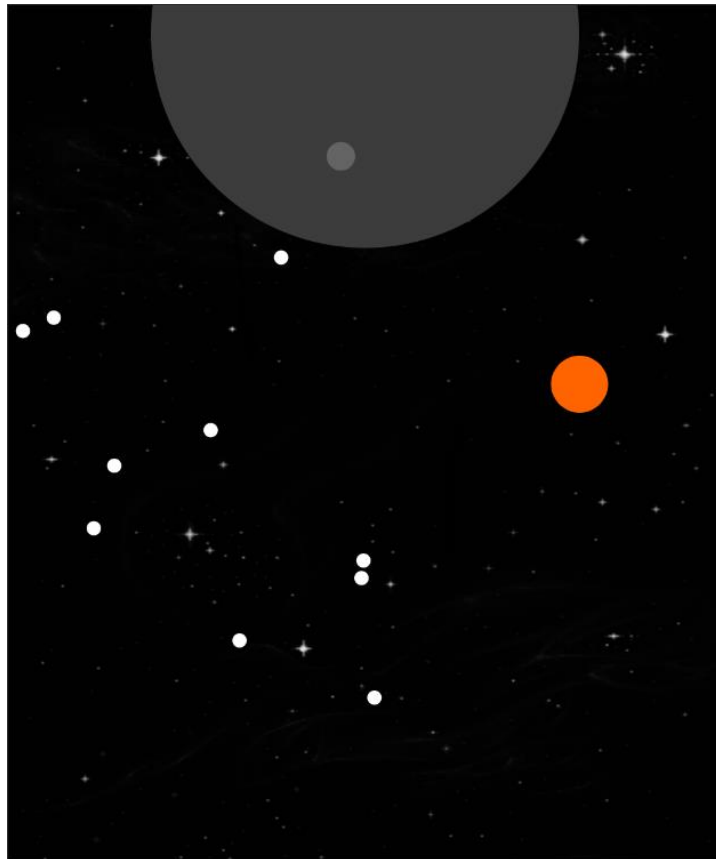
DMSC Midterm – Ecosystem Project

Space

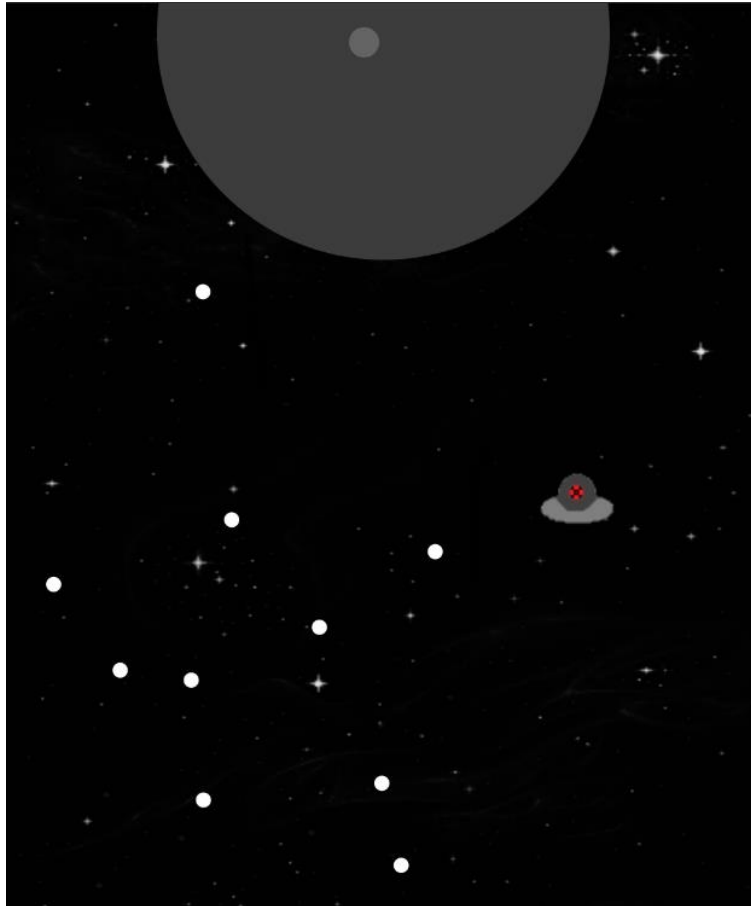
For my ecosystem project, I decided to try and illustrate a setting in space with three different beings:

1. Resident on a planet
2. Alien spaceship
3. Free roaming aliens

The spaceship remains off the right, trying to move past the swarm of aliens to no avail. The free roaming aliens are very independent, so they sometimes jump away from each other if they get too close. The resident on the planet remains on the planet, unable to leave.



The first step was creating the setting and the behaviors of the species, shown in this screen shot.

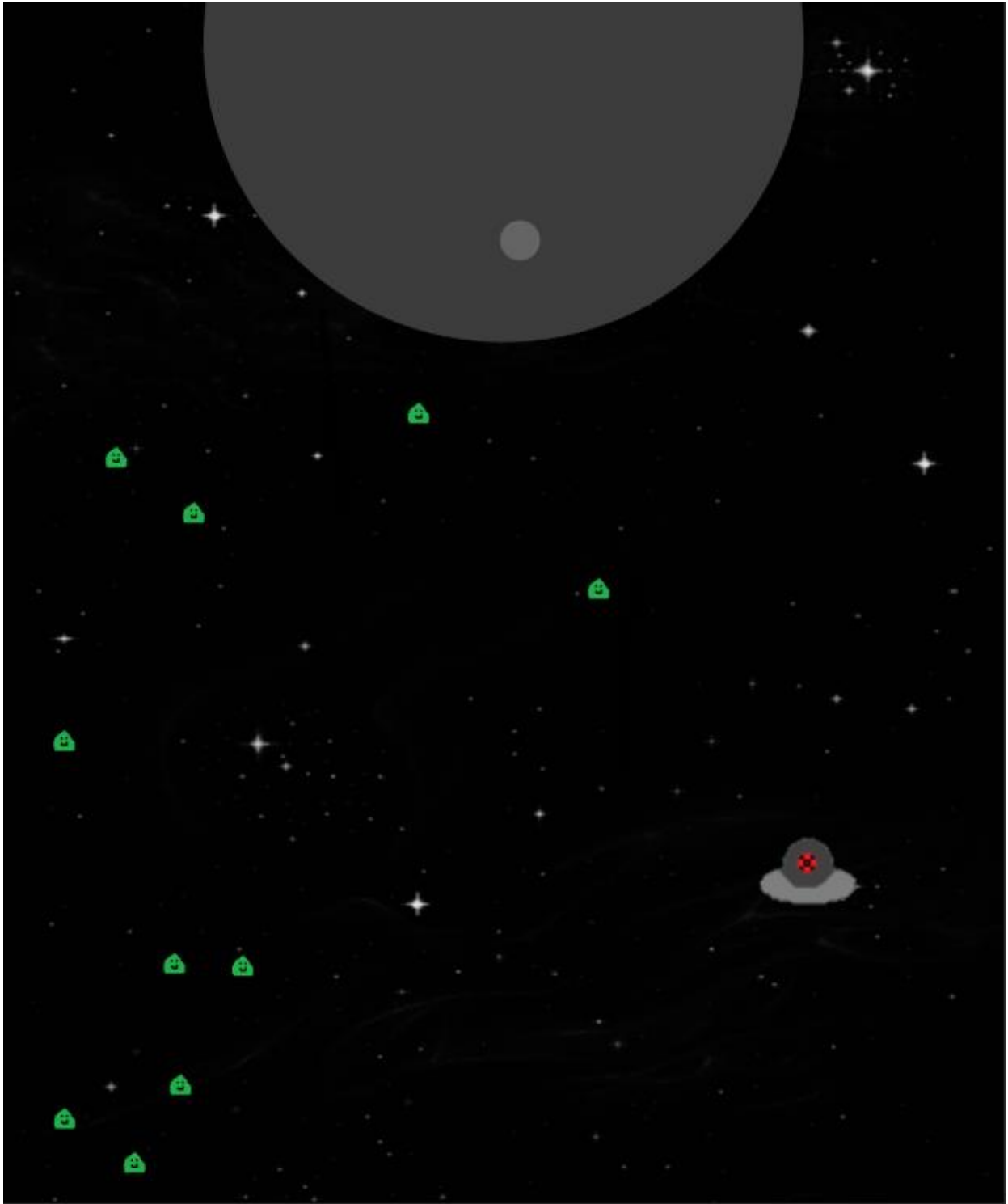


After creating the setting and behaviors I used some of my own images to give them actual life and personality.

For me, this was one of the most challenging programming assignments I've ever been given. I've never actually coded in this way, and because of that I had a hard time trying to create behaviors and interactions for this project. The most challenging part was trying to figure out how to make the objects in my Alien class repel each other when they got too close. Ultimately I couldn't figure out how to create some of the other interactions I wanted, but I am nonetheless proud of what I was able to create with the little experience I have.

Link to code:

<https://editor.p5js.org/katherine.lousell/full/HJmWykEhm>



The finished project