

# Package wator

import "Wa-Tor"

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## Constants

Simulation parameters.

```
const (
    WindowXSize = 750 // Window width in pixels.
    WindowYSize = 600 // Window height in pixels.
    NumShark    = 15   // Starting population of sharks.
    NumFish     = 1000 // Starting population of fish.
)
```

## type Game

Game implements the Ebiten Game interface for the Wa-Tor simulation.

```
type Game struct {  
    // contains filtered or unexported fields  
}
```

## func (\*Game) Draw

```
func (g *Game) Draw(screen *ebiten.Image)
```

Draw draws the simulation grid to the screen.

## func (\*Game) Layout

```
func (g *Game) Layout(_, _ int) (int, int)
```

Layout defines the layout of the game window.

## func (\*Game) Update

```
func (g *Game) Update() error
```

Update updates the state of the simulation and logs data to CSV.

## type Rectangle

Rectangle represents a rectangular cell in the simulation grid.

```
type Rectangle struct {  
    // contains filtered or unexported fields  
}
```

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