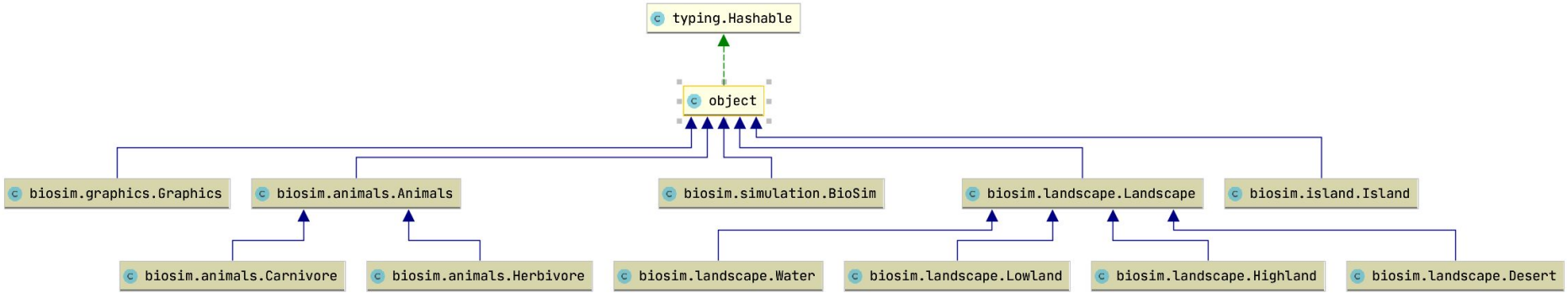
BioSim Project

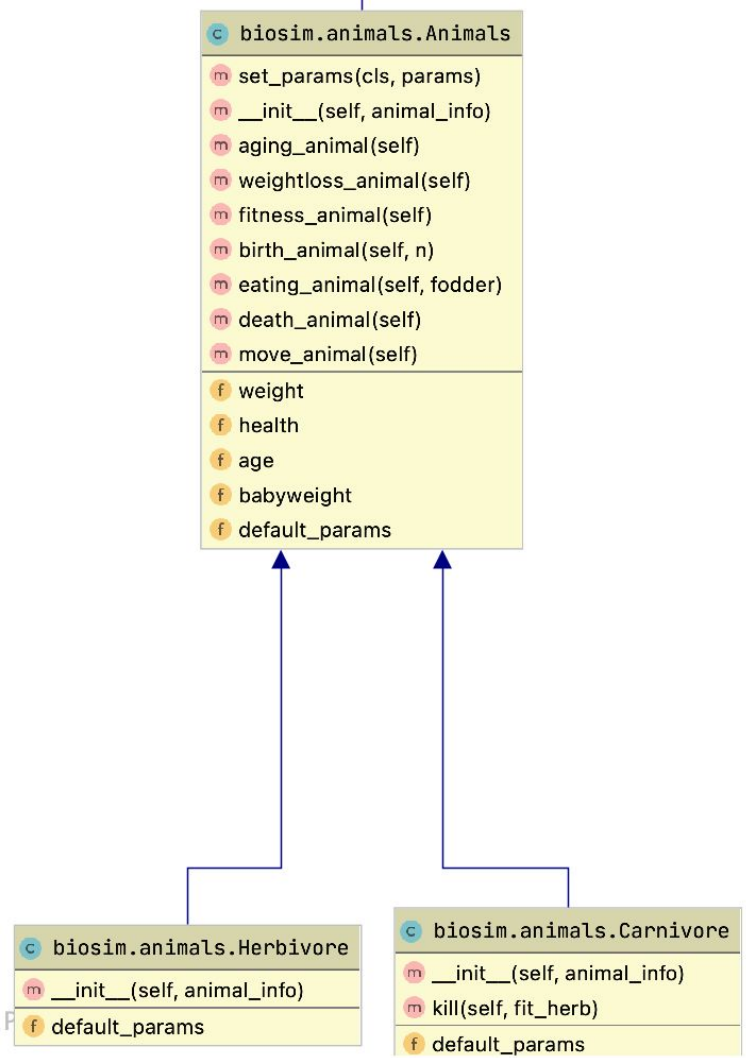
Made by Lina Grünbeck and Emilie G. Langeland

Structure of the project



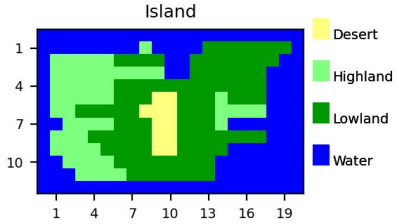
Structure of the project

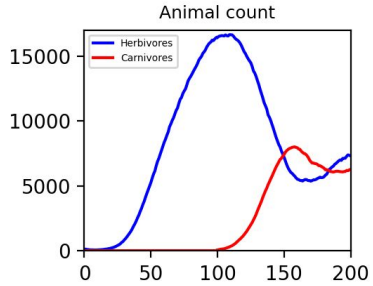
- **Superclasses**
  - Common characteristics
  - Initialized parameters
  - Classmethods
- **Subclasses**
  - Distinctive characteristics
  - Customized parameters



Applications of the simulation

- Investigate outcomes
- Adjust to desired result
- Print out data
- Customizable animals
- Customizable island
- Seed





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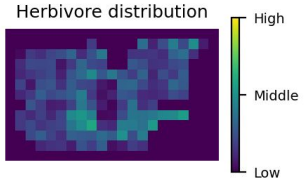
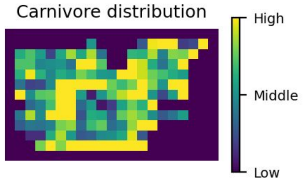
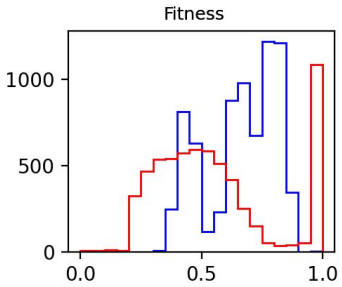
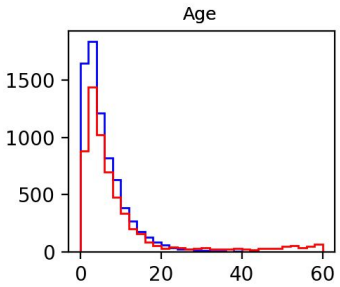
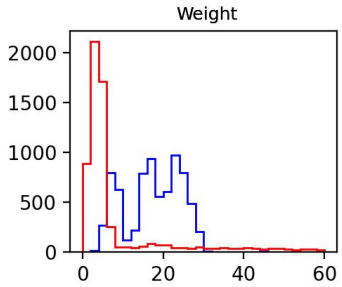




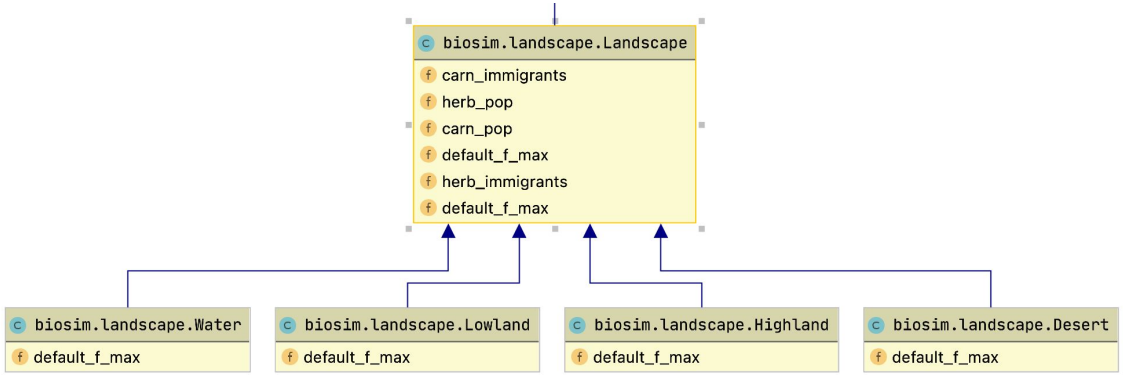






Flexibility of the code

- Good foundation
- Add landscapes
- Add methods
- Make different scenarios



Improvements

- Optimization
  - Sorting population

```
self.herb_pop.sort(key=lambda x: x.health)
self.carn_pop.sort(key=lambda x: x.health, reverse=True)
```

  - Fitness calculations
- Animal and landscape parameters
- Documentation
- Visualization
- Start with both species