SIMUL

1. World
   1. Time
      1. Day
         1. Light
            1. 0-1: if very low, good chance of rain
      2. Night
         1. Low light
            1. 0-0.2
   2. Tiles
      1. Vegetation
         1. Trees
            1. Oak
            2. Apple=5
         2. Bushes
            1. Berry =1
            2. Flowering
      2. Liquids
         1. Water
            1. Visit to water = complete satiation
      3. Earth
         1. Grass quality by liquid proximity and heat(0-0.2 food)
      4. Heat
         1. Received
         2. Produced
2. Clyde: moves at 1.4unit/tick(m/s)
   1. Needs
      1. Satiable
         1. Hunger
            1. <0.75: priority
         2. Thirst: deteriorates faster
            1. <0.75: priority
      2. Safety
         1. Heat
         2. Danger
      3. Sleep
   2. Stamina: current sleep, hunger, thirst
      1. Float 0-1
         1. <0.25
            1. Need sleep
            2. Lower travel range
         2. 0.25-0.75
            1. Small sleep need
            2. Normal travel range
         3. >0.75
            1. No sleep need
            2. High travel range
   3. Health
      1. Mental
      2. Physical
   4. Death

Location recall

Importance: 0-1

Based on importance, fuzz memory

Each day start, fuzz all memories by small amount

Explore

Dislike of travel from “home”