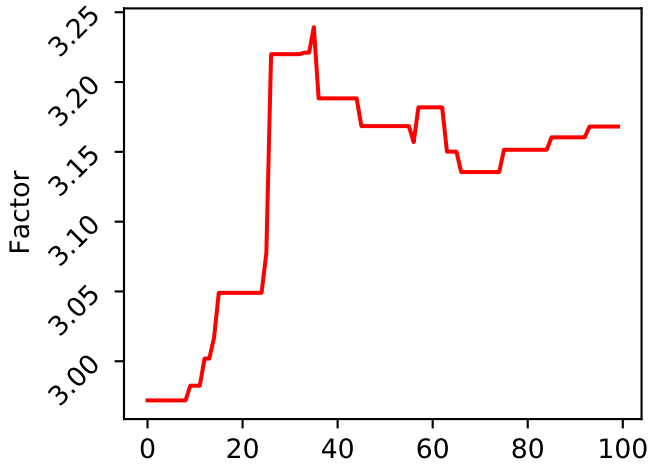


# Simulation Report

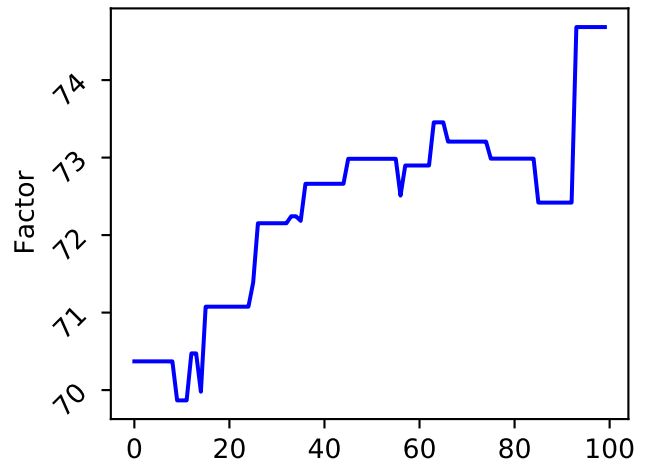
Species: deer

# Mortality Graphs

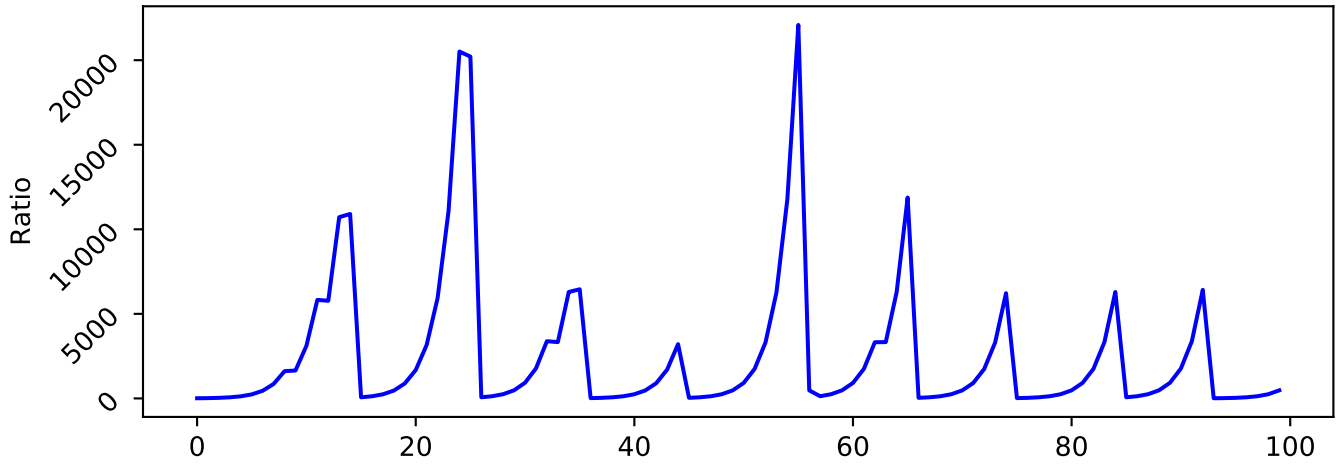
## Age affecting Death



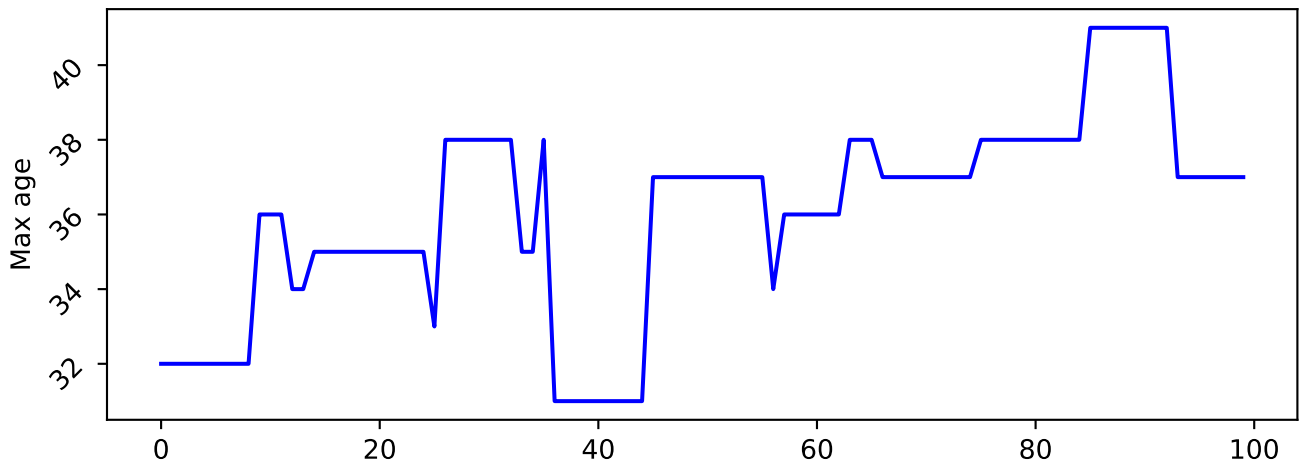
## Fitness affecting Death



## Age vs. Fitness affecting Death

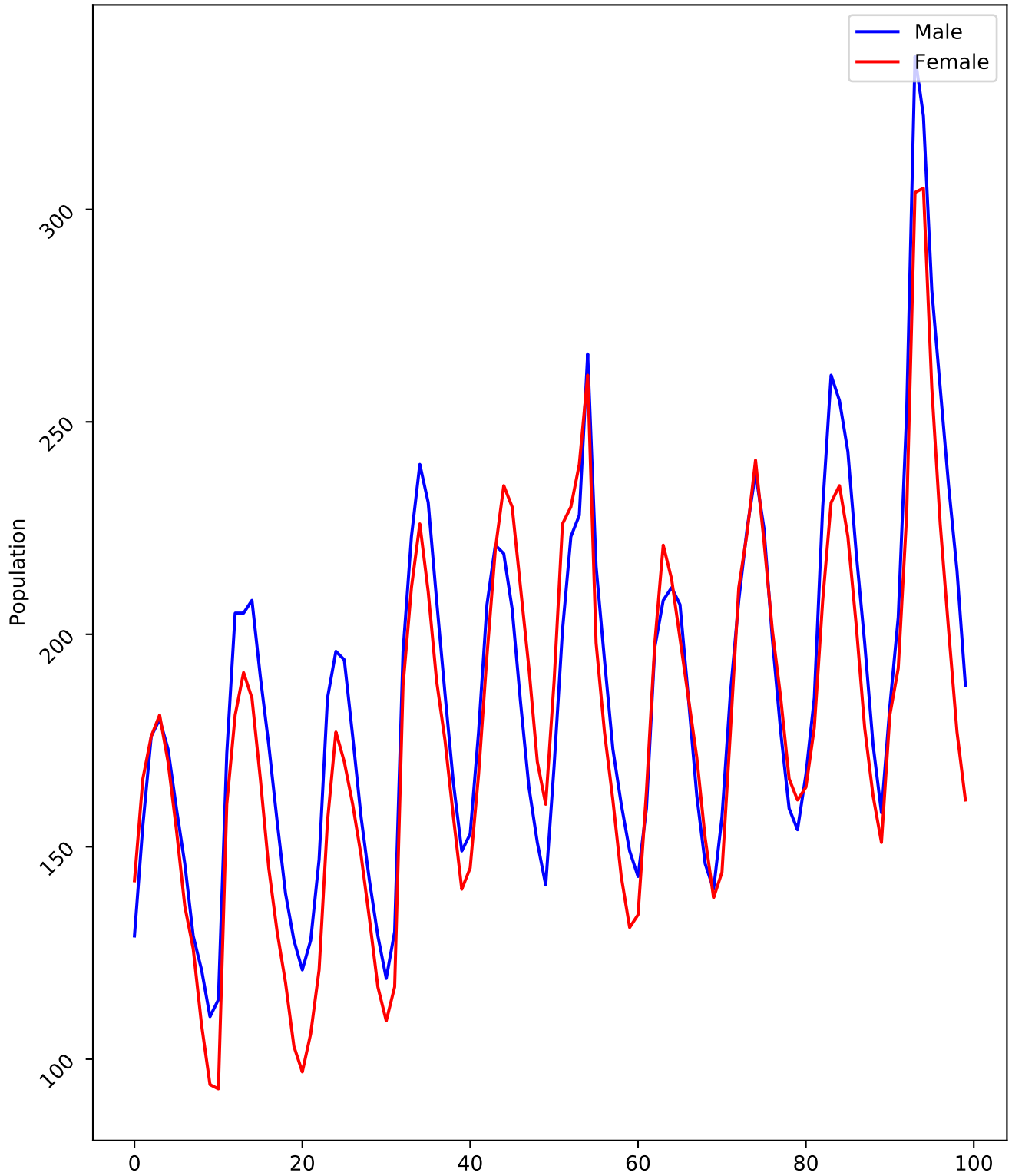


## Max age with time



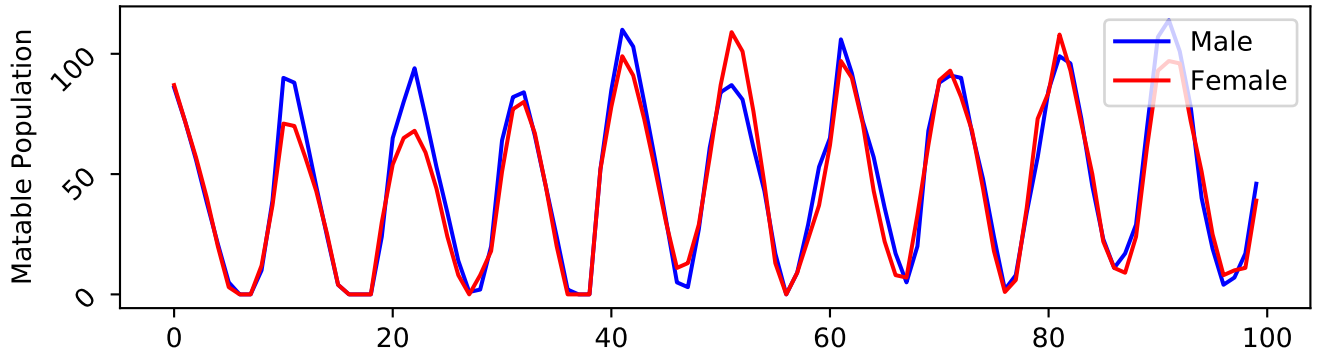
# Demographic Graphs

Population

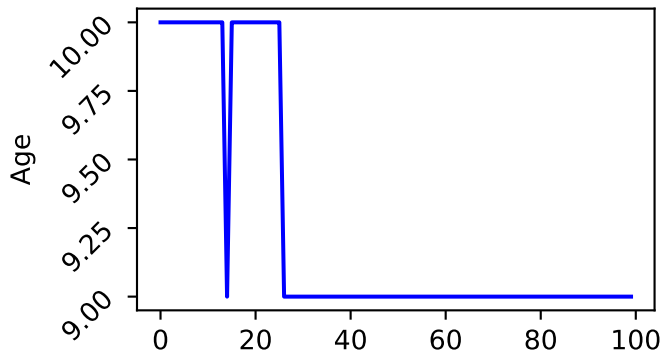


# Copulation Graphs

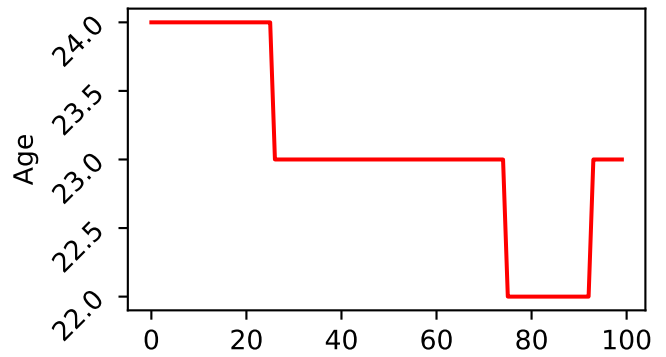
## Matable population



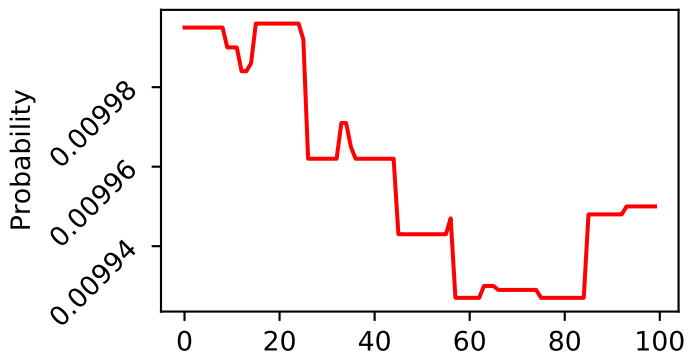
## Mating Start



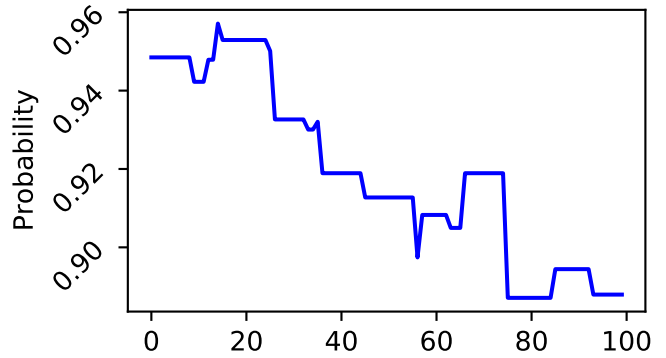
## Mating End



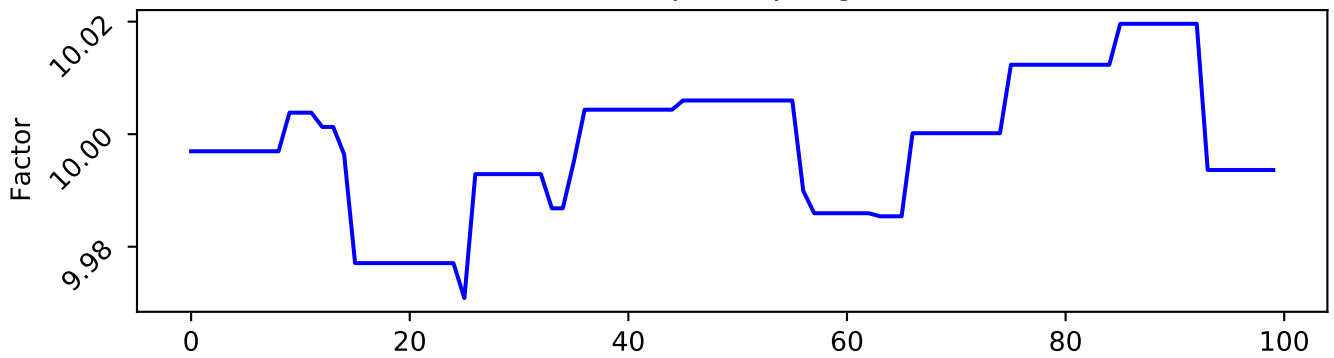
## Mutation



## Conceive

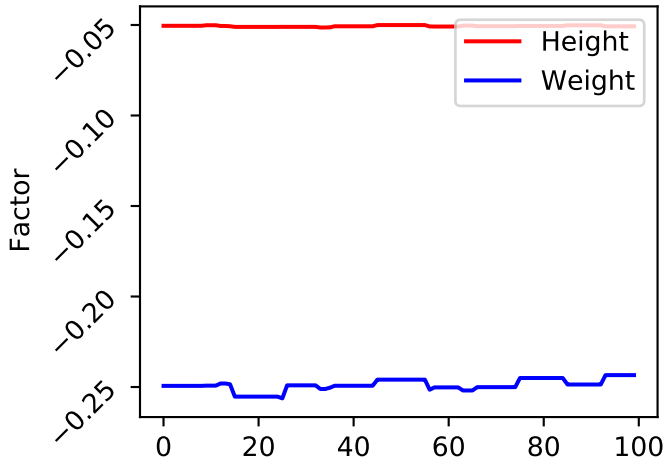


## Multiple offsprings

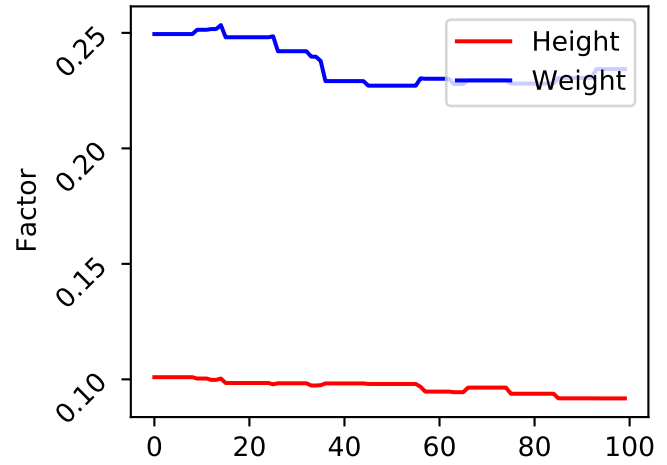


## Dependency Graphs

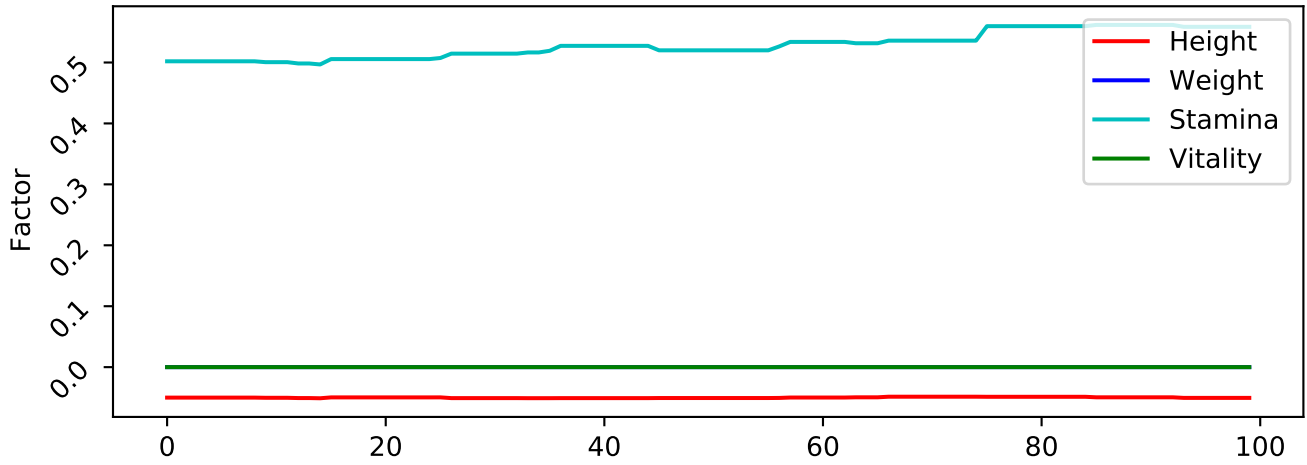
### Factors affecting Stamina



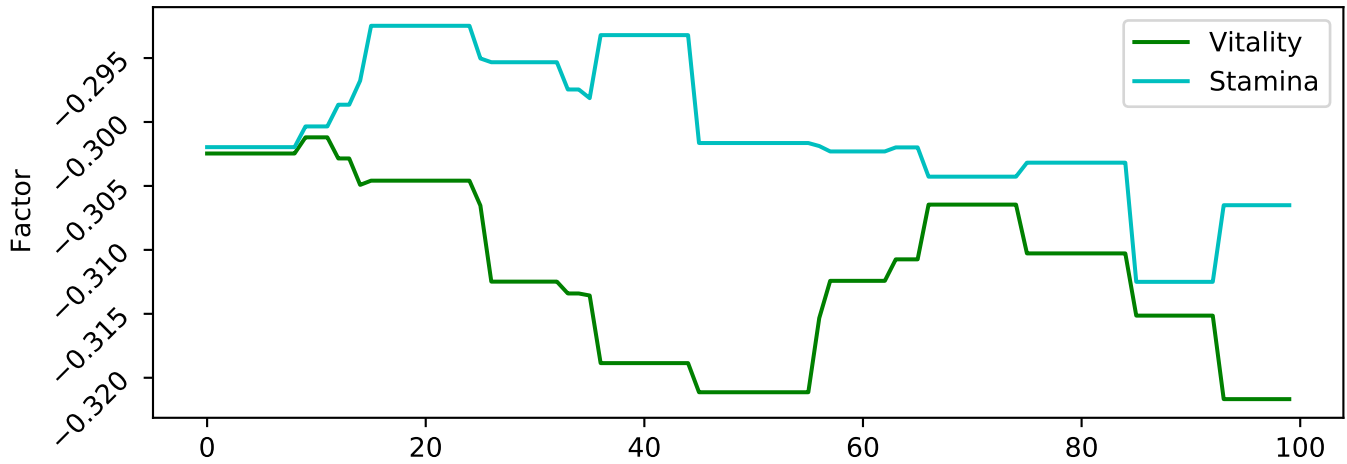
### Factors affecting Vitality



### Factors affecting Speed

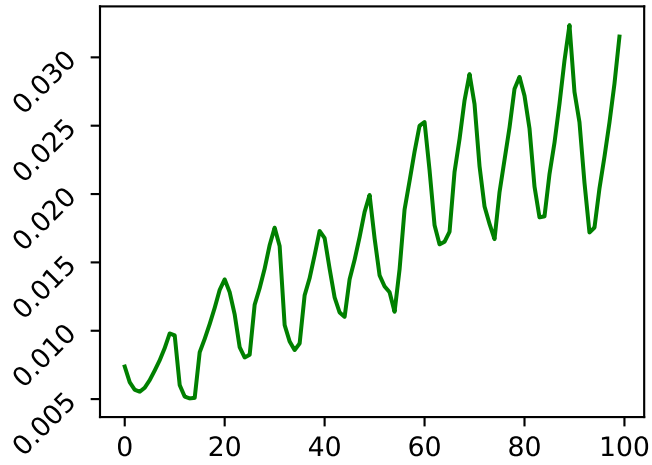


### Factors affecting Appetite

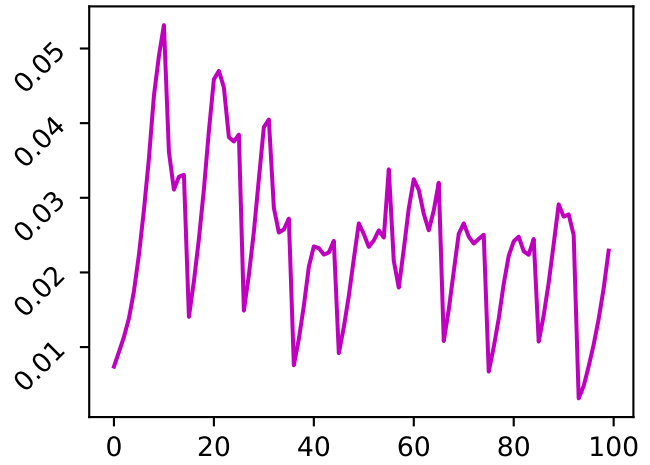


# Average Graphs 1

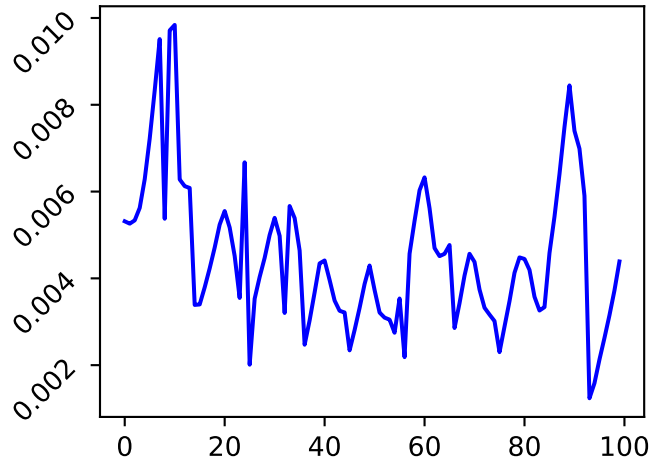
Generation



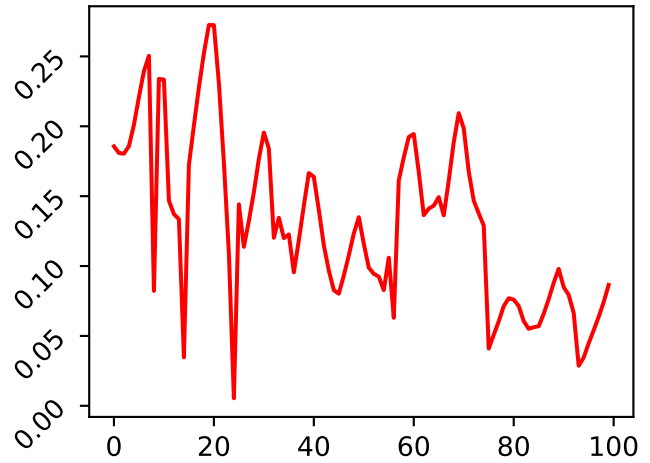
Age



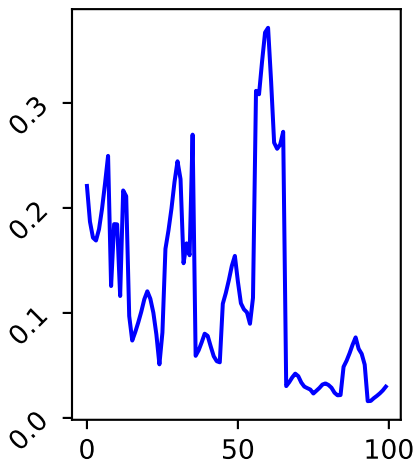
Height



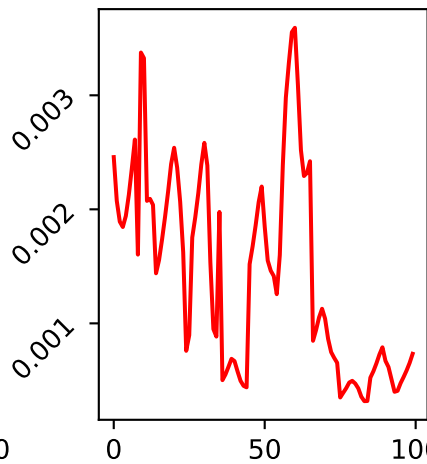
Weight



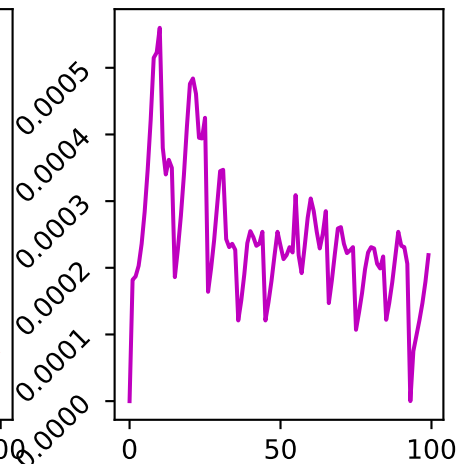
Static Fitness



Immunity

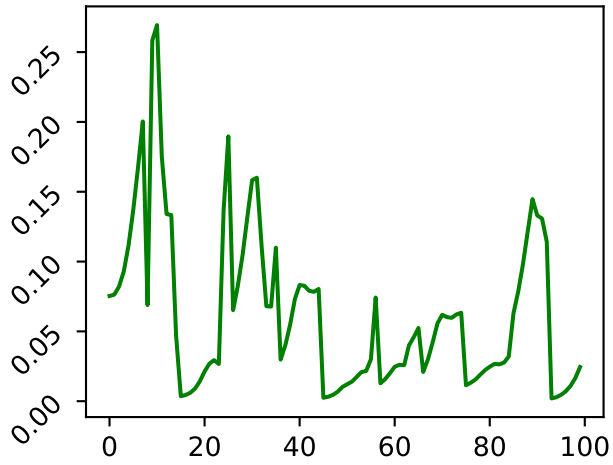


Death Factor

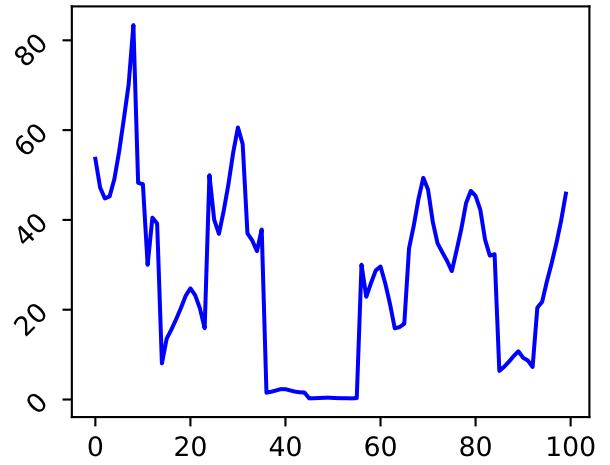


## Average Graphs 2

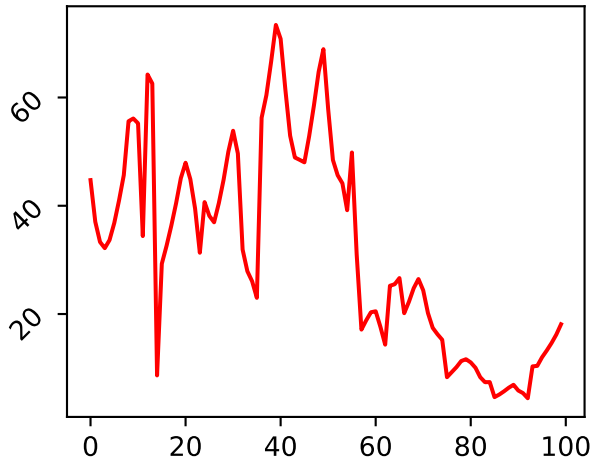
Max speed at age



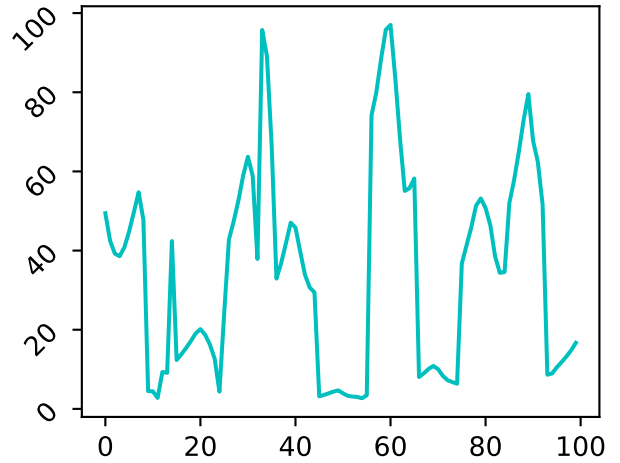
Max appetite at age



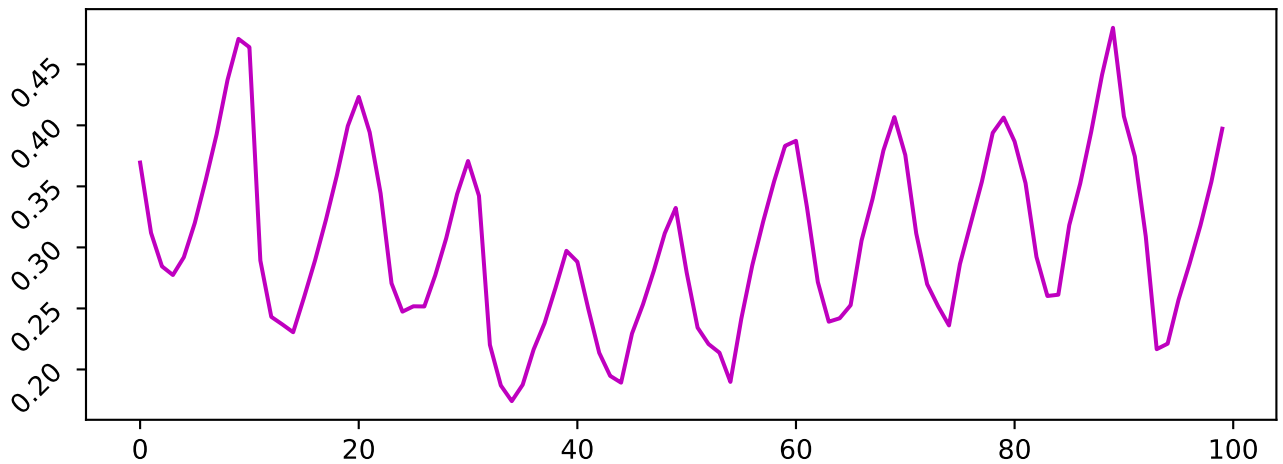
Max stamina at age



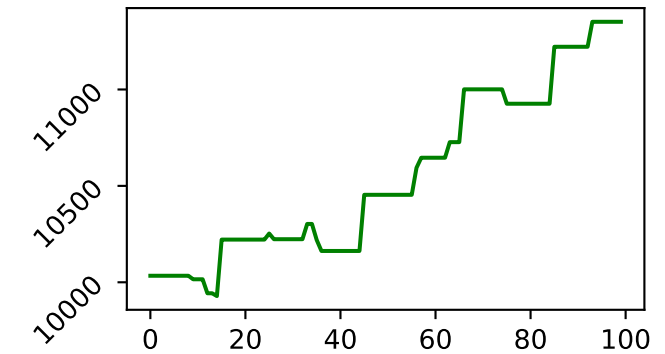
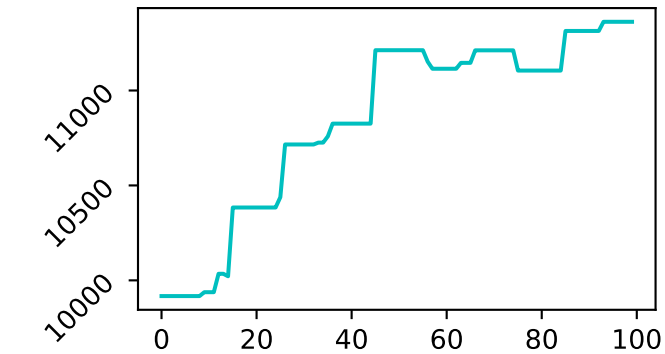
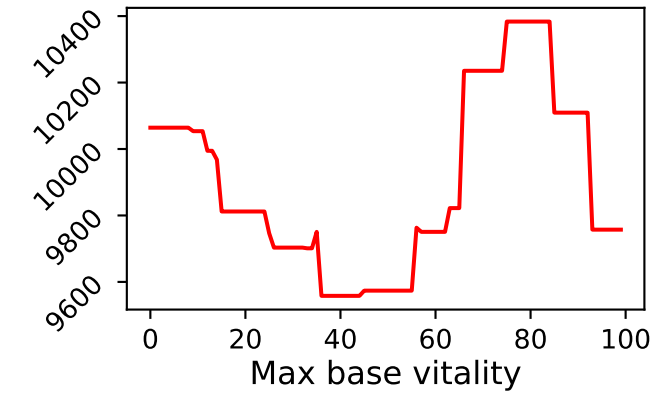
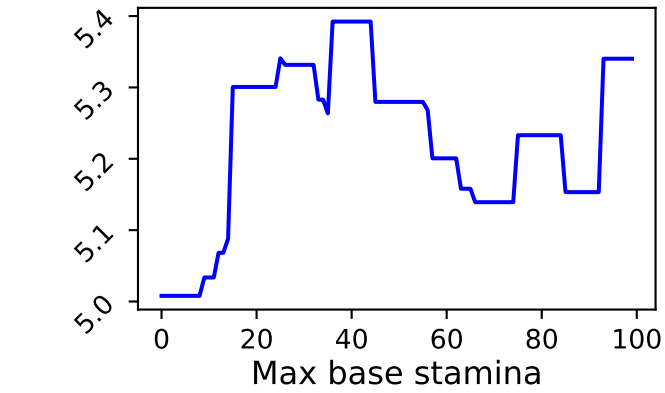
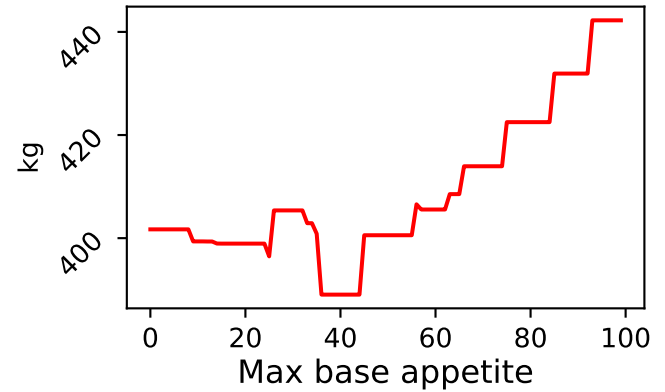
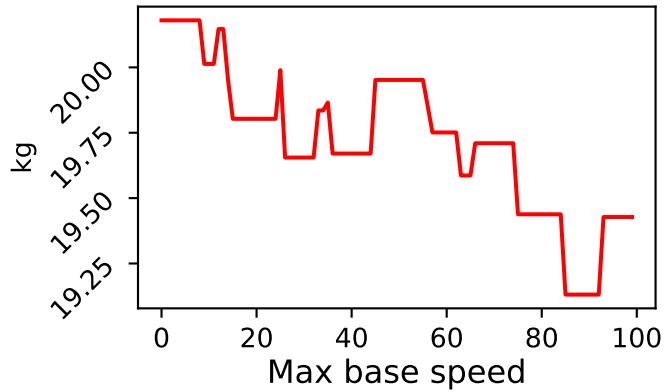
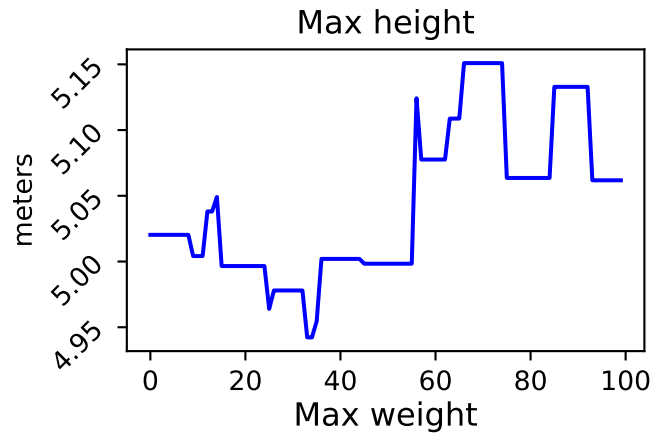
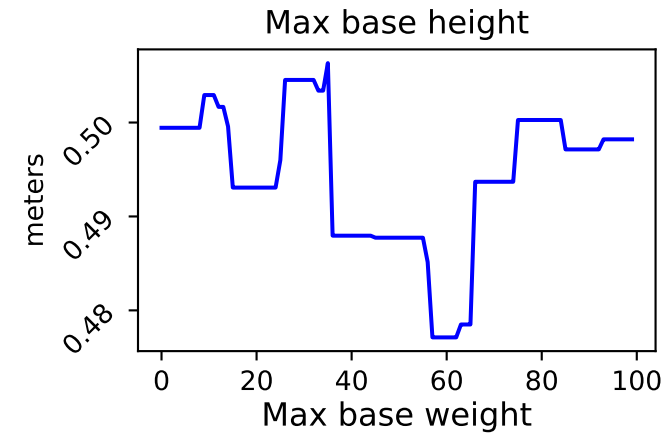
Max vitality at age



Max vision radius



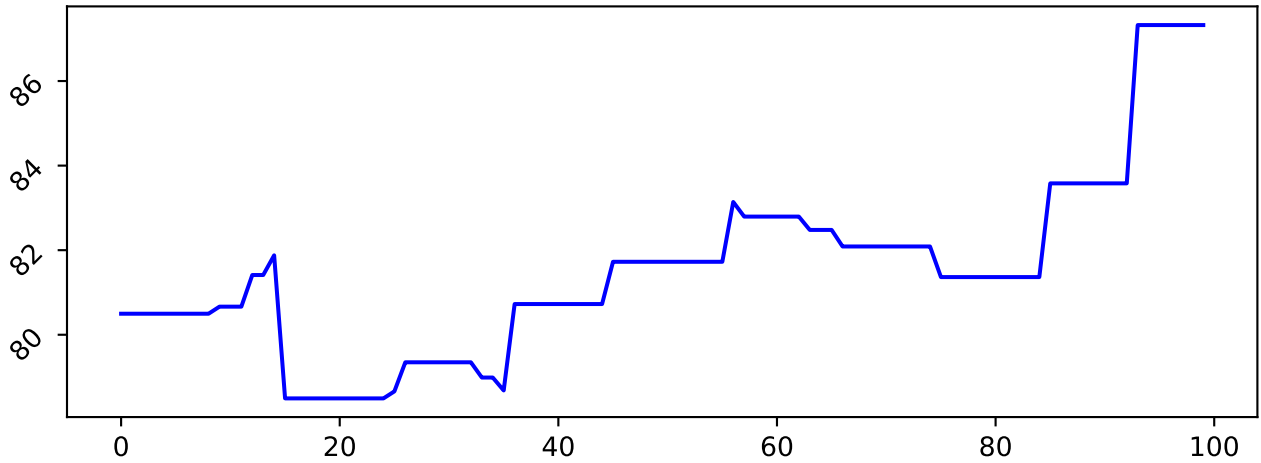
# Theoretical Graphs 1



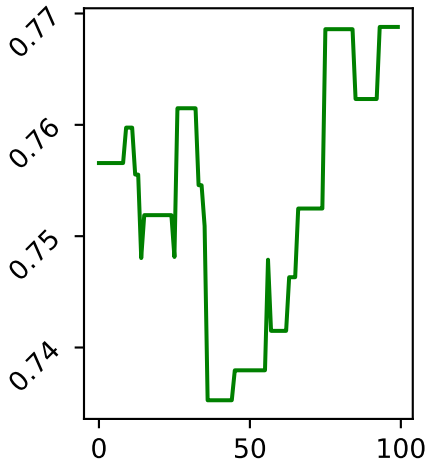


## Theoretical Graphs 2

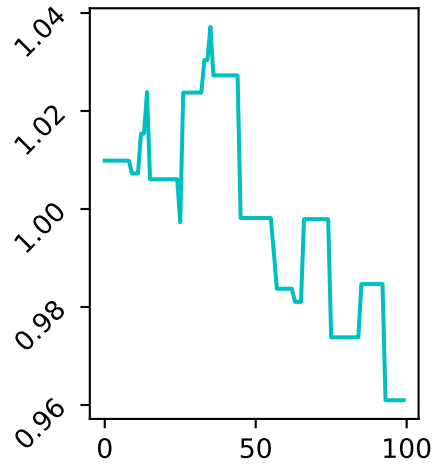
Max speed



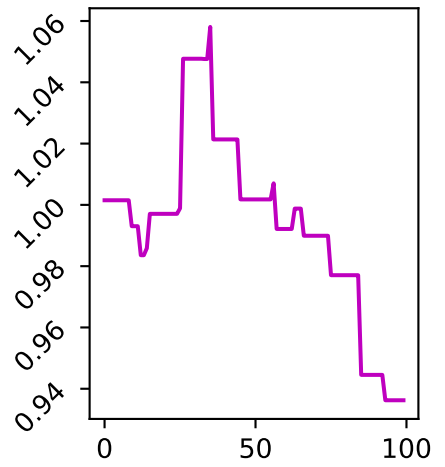
Max speed multiplier



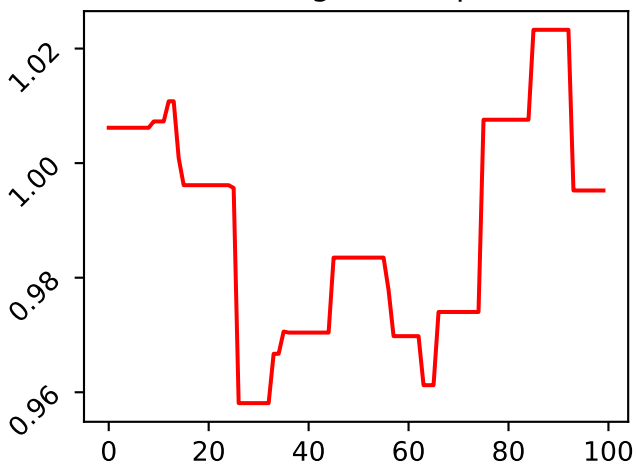
Max stamina multiplier



Max vitality multiplier



Max height multiplier



Max weight multiplier

