

1 A Random Walk Down Memory Lane

In lecture, we covered just how powerful and fun stochastic processes can be using random walkers. Time to put your own twist on it! *Create a random walker (or walkers!) that does something interesting.* They might fight for territory, change colors depending on where they are on your canvas, make noises, be 3D, or even just walk in 8 directions (consider diagonals) instead of 4.

2 Turn Up the Noise!

Randomness comes in all shapes and sizes. One interesting type of randomness is Perlin noise, which is implemented directly in Processing as `noise()`, and can be used for all sorts of interesting stuff from terrain generation to smooth and flowy (but still random!) walks. *Find an interesting way to use Perlin noise to generate some art!*