**Warsaw University of Technology**

From HTML to PostGIS

**Specification**

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1. Project Description

The project will work towards creating a simulation of an ecosystem. Imagine a population of computational creatures swimming around a digital pond, interacting with each other according to various rules.

The project is an evolution simulation web application that uses Python as the backend and HTML, JavaScript, and CSS as the frontend to serve as visuals. It uses neural networks and evolutionary algorithms in order to simulate creatures evolving over time in a certain user specified ecosystem.

1. Project