Camott-EcoSim

Camilo Talero[1]
Scott Saunders[2]

Dept. of Computer Science, Faculty of Science, University of Calgary, 2500 University
Drive N.W., Calgary, Alberta, Canada T2N 1N4
Camilo.talero@ucalgary.ca
Scott.Saunders@ucalgary.ca

Abstract. A Simple evolution based ecosystem simulator.

1 Introduction

We chose this project because all members of the group are interested in this type
of simulation. We want to observe how an ecosystem evolves over time based on
some controllable initial conditions, as we want to see how much the evolution
of organisms is determined by the environment and how they are influenced by
it.

2 Related Work

If you are aware of related work or similar work that has been done before,
you should describe and mention it here. Here is also the place to refer to any
papers, articles, web sites, etc. where you got your inspiration for your project
from. Critterding, and many other projects for evolution.

3 Project Details

We will start with evolution on basic creatures by adding/removing body parts
with varying characteristics. An example of this, would be a mouth, which could
be specialized to be better at eating plant matter, or meat.

4 Software Tools

Initial we are planning to attempt this in Unreal Engine, as it supports Linux
and is open source, however failing that, we will be using Unity. As for models, we
are planning on either very basic ones, using blender to create some, or possibly
using some Creative Commons or other freely licensable material.

5   Time line

1. Mouth, movement.
2. World.
3. Food-spawn.
4. A creature.
5. Multiple creatures.
6. Hope there's evolved behaviour.