Game of Dust

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To show that there are limitless operators that can be described by the Descriptor operator

# introduction

This is a simulation to detect if a random dust ball will present emergent behaviour and chaos.

# DUSTBALL RULES

1. If two dust balls collide, they clump together (old dust ball is erased)
2. If a dust ball becomes adjacent to a wall it clings to it.
3. Random wind blows the dust balls around in random direction
4. Dust ball’s leave trails
5. The dust ball gets bigger if it goes over a trail
6. Block X, D is a wall, O is trailing dust, R is a trail of dust picked up.

# DUSTBALL SIMULATION

1. Screen is blank
2. Dust ball is represented by an O
3. Dust trail is represented by a plotted pixel
4. Use large grid and long run time to see if there is chaos there.