**Wild Moose Chase**

1. During my simulation, the wolf population had a noticeable effect on the moose population, but the wolf population was never limited by the moose population (wolves only starved due to bad dice rolls/a poor hunt, never due to lack of available moose). A cycle appears to emerge starting at round 8, the wolf population drops to low levels, and as a result the moose population climbs. Later, the wolf population recovers, and the moose population falls as a result.
2. In round 11 the wolf population went extinct. If new individuals were not added to the environment, the moose population would continue to grow at a rate of 3 moose per cycle due to lack of predators.
3. When population size changes are the result of human activity, I believe that humas should work to restore the previous balance. In other cases, where ecosystems diverge from what has been observed without human involvement, I believe that human intervention is just as likely to make things worse as it is to make things better (law of unintended consequences)
4. This is obviously a very simple simulation, but I think it actually works well as a simple demonstration of population dynamics. There are many things that could be added to make it more accurate. I would argue the main thing would be modeling moose population growth as logistic instead of linear. As an example, adding an additional column to track the amount of food that is available for moose (the more moose, the less food, and the population will plateau) and having the moose population grow as a percentage of surviving individuals instead of a set amount.

A graph on a white sheet

Description automatically generated