* Defining a glossary of terms.
* Documenting domain assumptions.
* Identifying domain stakeholders.
* Identifying problems within domain scope.
* Identifying legacy artifacts.
* Identifying commonalities and variabilities

Decided at runtime:

* Species population
* area size
* vegetation size

Application Engineering

* The actual species.
* Wildlife vs Preserve vs Safari

**Commonalities**

* Interactivity “coefficients” -- should not be the only thing that affects death rate/birth rate
  + Aggressiveness factor
  + Evasiveness Factor
* Death Rate
* Birth Rate
* External Factors
  + Vegetation -- growth rate
  + Clean water growth
  + Quality of air
* Population cap

**Variabilities (Things that can directly affect the equations)**

* Will Habitat be an issue?
  + Jungle
  + Desert
  + Sea Reef
  + Antarctic
  + Deep Sea
  + etc…
* Will Season be an issue?
  + Fall
  + Spring
  + Summer
  + Winter
* Will hunting rate affect interactivity coefficients?
  + Hunt as packs
  + hunt alone

Formatted Commonalities

AML:

// where Forest= Temperate deciduous forest

// where Summer = More sunlight, but less rain

Habitat(Forest) AND Season(Summer) = (Water--, Vegetation++)

Habitat(Forest) AND Season(Spring) = (Water++, Vegetation++)