Name: Zachary Haney
GitHub Link: https://github.com/zaha0077/CSCI4448-Project-ZH

Title: Evolution Game

Description: A game where the user controls the evolution path of creatures represented by ASCII graphics. Users have control over several parameters.

Actors: Player

Functionality:
1. Players can observe autonomous behaviour of their creatures.
2. Players can adjust the size of the environment.
3. Players can adjust environmental parameters such as temperature.
4. Players can add their own creatures to the environment.
5. Players can remove a creature from the environment.
6. Players can export creatures for use in future simulations.
7. Players can import previously exported creatures.

Stretch Functionality:
1. Graphical, non-ASCII representation of the game.
2. Players can save an entire simulation to resume at a later date.
3. Show statistics of "species" of creatures.