

t-PIG

Simulation of Predator/Prey
Roaming Grid-Worlds (sprog)

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brief

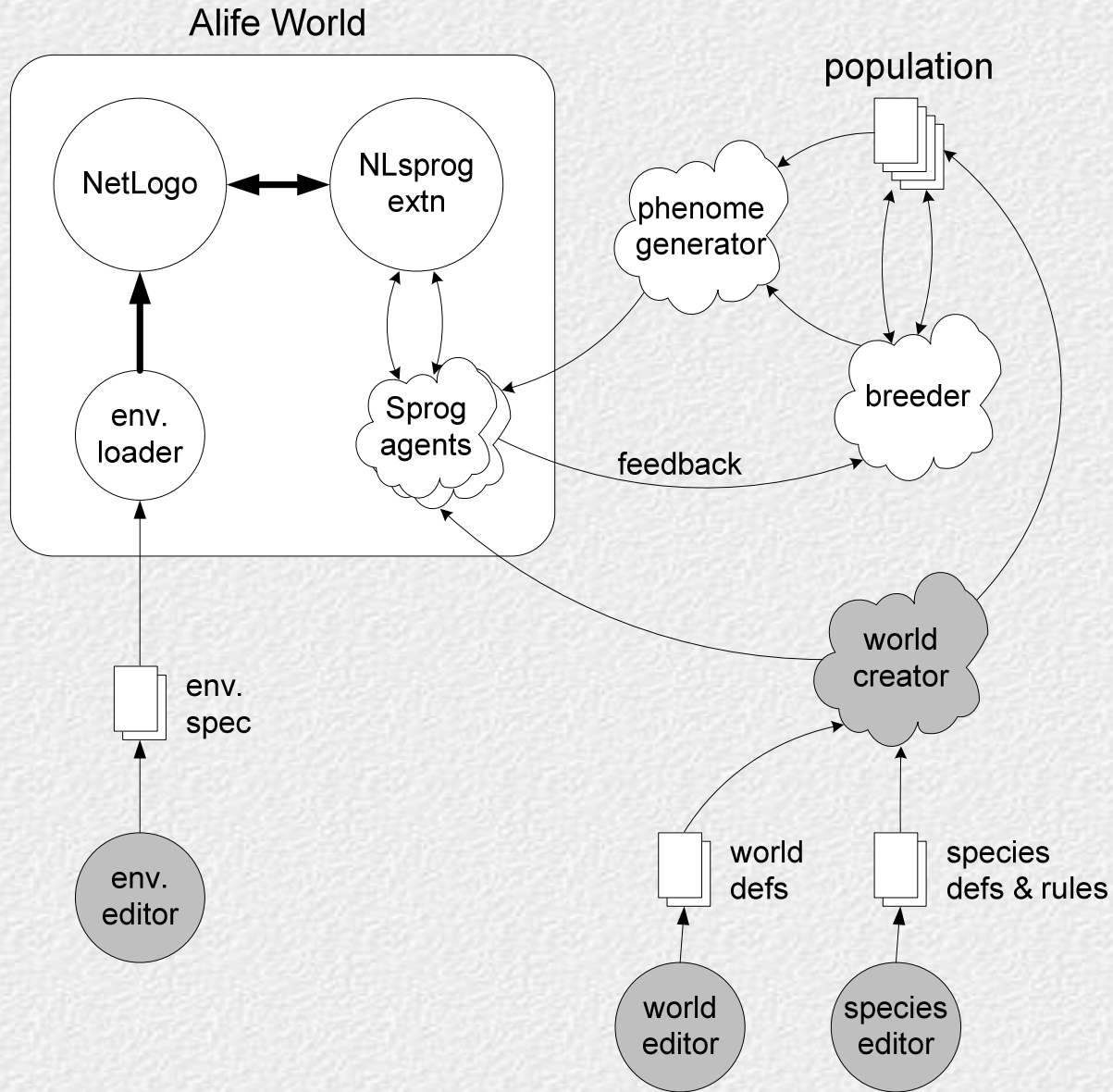
an Alife system with multiple species
that kill, eat, breed & evolve

example models

- fox & hounds
- sheep & wolves
- emergence

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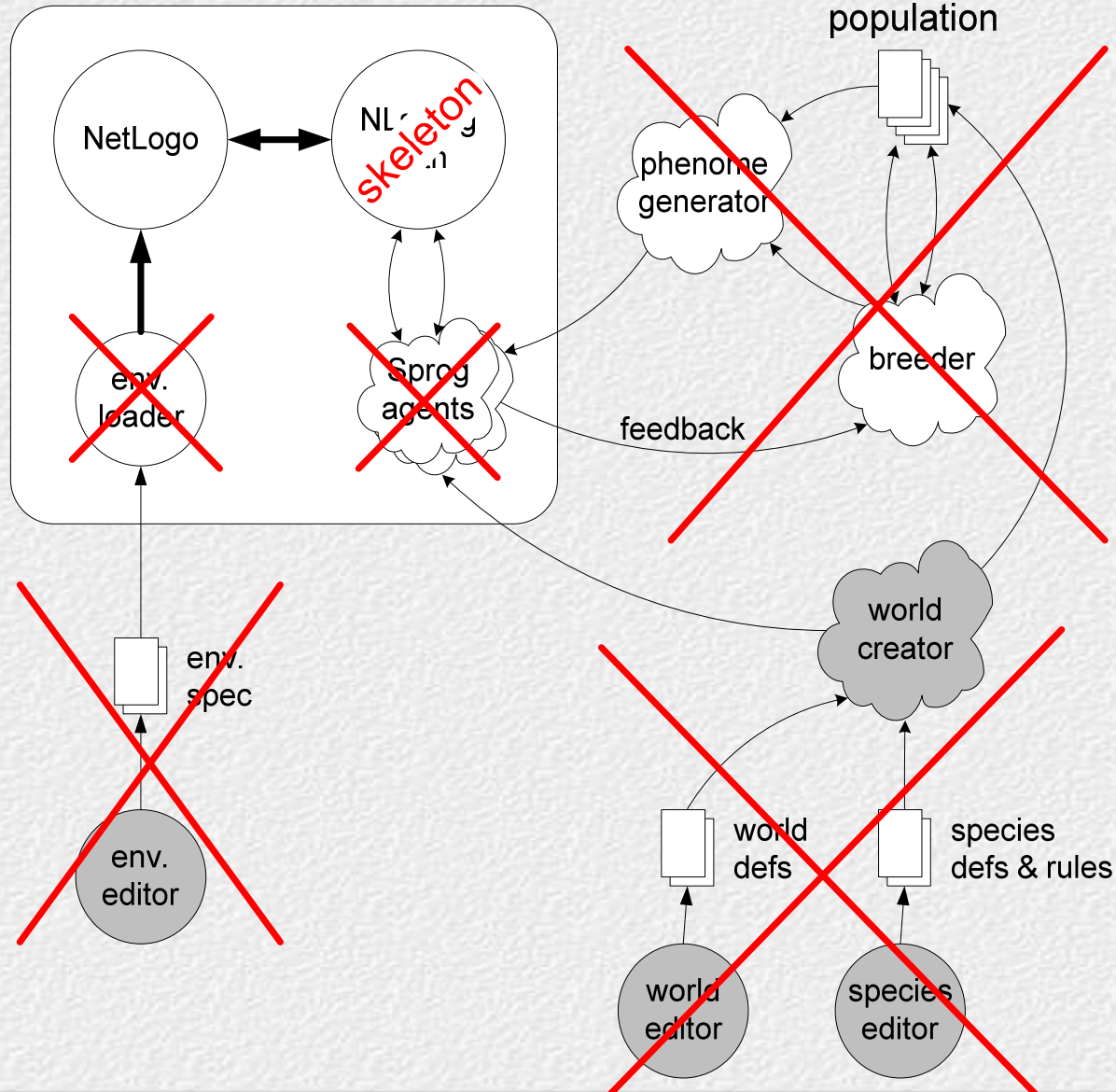
system architecture



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level-0 prototype

Alife World



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tools & technologies

level-0 prototype...

- Java & NetLogo

later builds...

- Java & NetLogo
- agent-based middleware
- maybe: Lisp
- possibly: C#, C++ & anything you like