

Transcript

Okay, so the main stuff is working and things happen. Now I'm adding in details like the health of the animals, and then making the simulation respond to that and then cleaning things up. And so now we'll be adding in the buttons and controllers and all of the other little user interface things that we need to have. You'll see now that I've sped it up quite a bit so that I can run tests faster, and because I know what's going on, and then I can see the effects of things and see how long stuff takes. So I got the health working for the sheep and wolves, and some interesting things pop up when I run it fast and watch everything running. I have it ending quickly so that I can keep testing as I add in new features.