School Name: Desert Academy

Team Number:

Team Members: Francisco Diaz, Caden Kalfin

Sponsoring Teacher: Mario Ruiz

Project Mentor: Josephine Kilde

The problem: The problem we're evaluating is The Ecosystem Of African Animals

Area of Science: **Zoology**

Sources
http://www.awf.org/country/south-africa
http://www.sa-venues.com/wildlife/
http://safoodwebs.weebly.com/savanna.html
http://big5.southafrica.net/#intro-video
http://www.animalfactsencyclopedia.com/

What we hope to show, Why this is important:

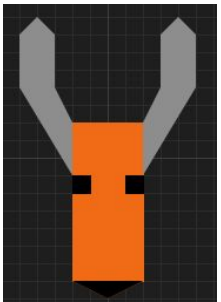
This is important because: We can see the ecosystem of all South African animals or some of them and by doing this we can somehow help with the ecosystem.

Its we hope to obtain):

We hope to show: How the ecosystem works and to control like it adding more animals to eat others which sounds a little bat bit it is not real it would be a virtual image of the animal ecosystem.

Plan of Action/Methods (How we plan to work on it):
Based on how the South African food chain works we will design and code animals to behave accordingly. Using netlogo, we will design a brief model of some animals of the South African ecosystem.

Progress:



We started by making the animals by making the command (breed) and making the shape and size and also we made our own shapes for each animal. We want to have a total of five important animals from the South African ecosystem such

as: Lions, Impalas, Leopards, Cape Buffalo, and Elephant. We have made the impalas eat the grass and also made the grass regrow back. Now we are working on a mechanic allowing the Leopards and Lions eat the Impalas and only Lions eating Buffalo. And by plotting out the data of animal populations we can see how some of the South African ecosystem works.