

The World:

▼ Show Traits

when setup pushed

- clear terrain
- delete everyone
- clear line graph Population
- create Amount of Firemen slider value Man (s)
- each do
 - set my Mhealth to 50
 - set my color to color: white
 - set my shape to built-in shape: Fireman
 - set my size to 9
- create Amount of Fire balls slider value fireballs (s)
- each do
 - set my Fhealth to 2
 - set my color to color: red
 - set my shape to built-in shape: Fireball
 - set my size to 5
- create Amount of tress slider value Trees (s)
- each do

while forever toggled

- Add data to line graph Population for Trees
 - count Trees within 200 steps
 - with color = color: green
- Add data to line graph Population for Fireman
 - count Man within 200 steps
 - with color = color: white
- Add data to line graph Population for Fire balls
 - count fireballs within 200 steps
 - with color = color: red
- set Fireball data box to
 - count fireballs within 200 steps
 - with color = color: red
- set Trees data box to
 - count Trees within 200 steps
 - with color = color: green
- set Man data box to
 - count Man within 200 steps
 - with color = color: white

when Revive trees pushed

- create Amount of tress slider value Trees (s)

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▼ Show Traits

- shape to built-in shape: Fireball
- set my size to 5
- create Amount of tress slider value Trees (s)
- each do
 - set my House health to 1
 - set my color to color: green
 - set my shape to built-in shape: Tree
 - set my size to 4
- scatter everyone

set Man data box to with color

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when Revive trees pushed

- create Amount of tress slider value Trees (s)
- each do
 - set my House health to 1
 - set my color to color: green
 - set my shape to built-in shape: Tree
 - set my size to 4
- scatter everyone

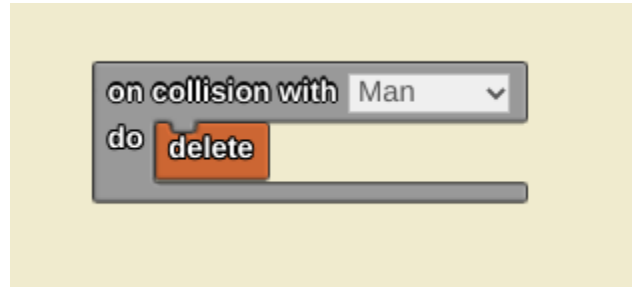
when setup pushed

- create 20 Carnivores (s)
- each do
 - set my color to color: orange
 - set my shape to built-in shape: Lion
 - set my size to 7
- scatter

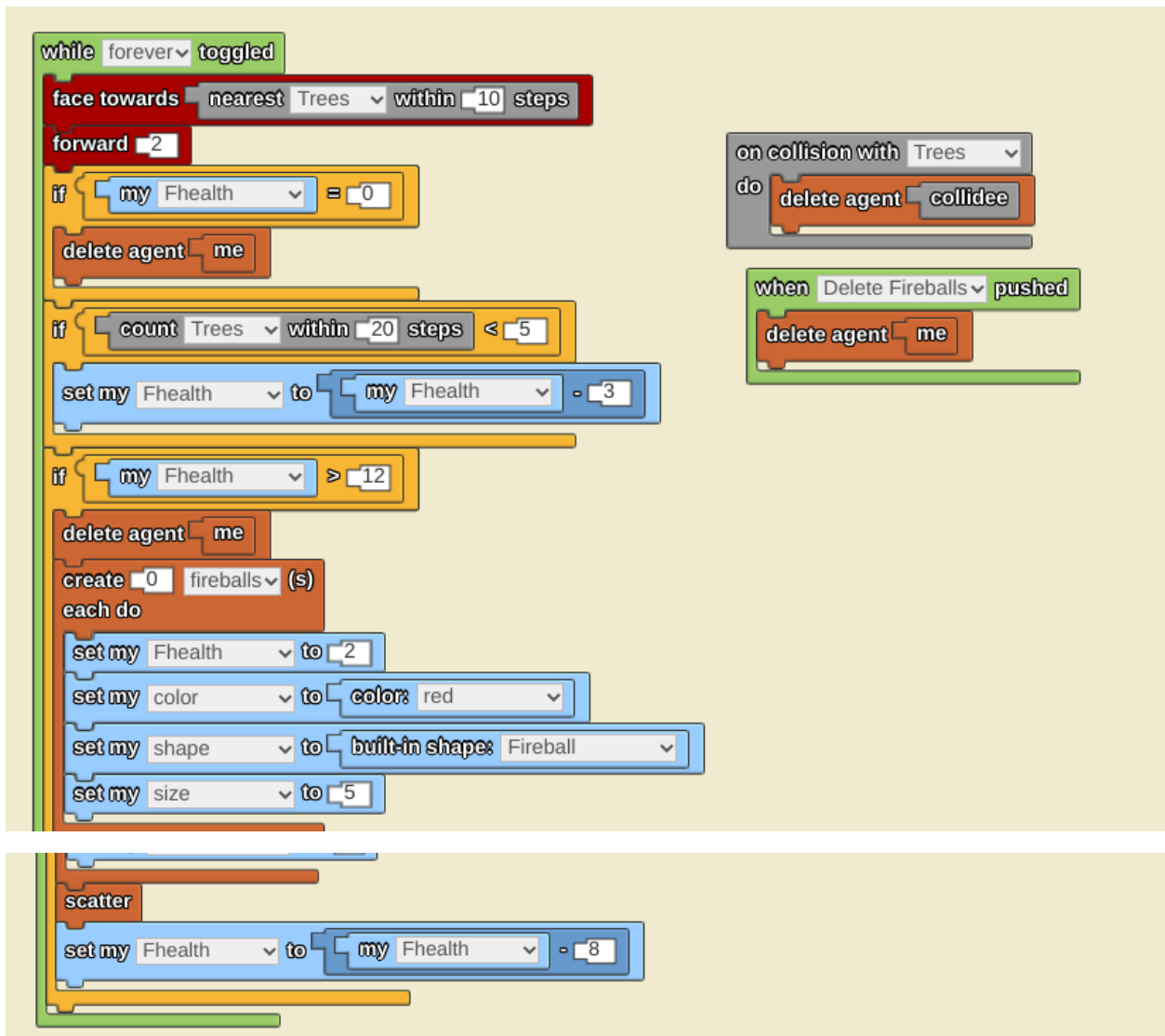
when setup pushed

- create 300 Primary Consumers (s)
- each do
 - set my color to color: brown
 - set my shape to built-in shape: Raccoon
 - set my size to 4
- scatter

Trees:



Fireballs:



Man:

The image shows a Scratch script for a 'Man' agent. The script is organized into two main sections: one triggered by a 'Show Traits' toggle and another by a 'Delete Man' button push.

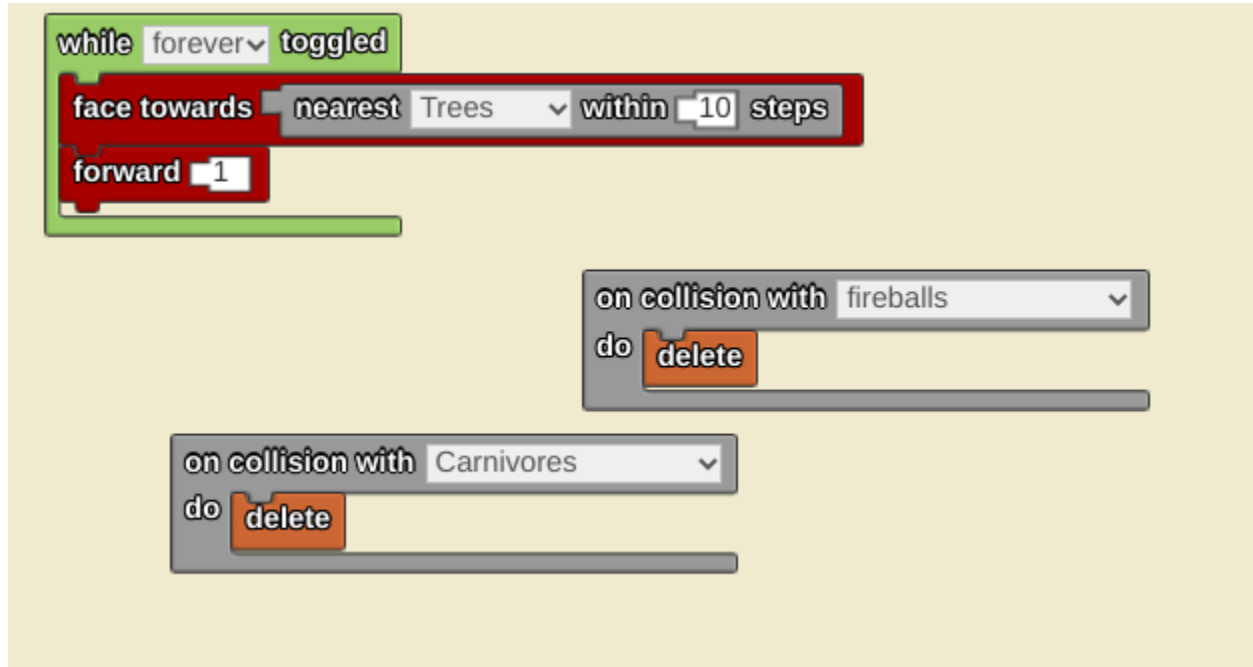
Show Traits (Toggled):

- if my Mhealth = 0:** delete agent me
- if my Mhealth > 15:**
 - create 1 Man (s)
 - each do:
 - set my Mhealth to 3
 - set my color to color: white
 - set my shape to built-in shape: Fireman
 - set my size to 7
 - scatter
 - set my Mhealth to my Mhealth - 22
- if count fireballs within 15 steps < 5:**
 - set my Mhealth to my Mhealth - 5
 - forward 2

when Delete Man pushed:

- delete

Primary Consumers:



The code for Primary Consumers consists of three main blocks:

- A **while** loop with the condition **forever** and **toggled**. Inside the loop:
 - A **face towards** block set to **nearest** **Trees** within **10** steps.
 - A **forward** block set to **1**.
- An **on collision with** block set to **fireballs**, with a **do** block containing **delete**.
- An **on collision with** block set to **Carnivores**, with a **do** block containing **delete**.

Carnivores:



The code for Carnivores consists of three main blocks:

- A **while** loop with the condition **forever** and **toggled**. Inside the loop:
 - A **forward** block set to **2**.
- An **on collision with** block set to **fireballs**, with a **do** block containing **delete**.
- A **when** block set to **Tigers die** **pushed**, with a **do** block containing **delete**.