SOFT1901 project

From Nointrigue

Software Development 1 in Semester 1, 2004, involved producing a simulation of some description, together with a poster, all with the trials and tribulations of groupwork. At the end of the semester, the best projects from each tutorial group were invited to participate in a competition... and the result for the Antarctic Ocean Lifeforms Simulation team a.k.a. "Orca" (we couldn't think of anything better...) was (drumroll):

- **BEST SIMULATION WITH GUI (1st)**
- **BEST POSTER (2nd)**

Description

Marine ecosystems are multifaceted systems with complex interactions between the wide variety of organisms that reside within it. This simulation attempts to model a small slice of Antarctic ocean, bringing together whales, penguins, fish and seaweed in a realistic 3D model that includes currents and emergent behaviour. The species interact in a food chain, with some species able to reproduce to replenish their stocks. The simulation allows for much user interaction, and it allows the user to view graphs showing trends over time, as well as "play God" by altering the make-up of the ecosystem.

Download

- Visit the project website
- Download source code (requires Java 1.4 and a 2004 build of JOGL (the JOGL API has changed substantially since then))

Credits

- Matthew Chen
- Enoch Lau
- Mitchell Quille
- Lei Yang

See also

- Notes/First year#SOFT1901 Software Development 1