**CD++ Model Data Form**

Title: WORM-FOOD

Type: Cell-DEVS Model

Acronym/Short name: Worm

Purpose for which Developed: The model has to simulate a worm game in which there is a worm in movement plane that this worm with considering food and direction that are placed in food and direction planes respectively, starts moving in the same plane and its weight will increase by eating food.

Other Applications for which it is Suitable:

Date Developed/Implemented: March 28, 2016

Domain: Game

Current Version:

URL:

Description (including characteristics): The game begins with a worm having a fixed number of body segment which is represented as single cell confined to a rectangular board of 10 x 10 cells. We consider three planes for this game, plane 0 represents the movement of worm, plane 1 is the position where food is placed and plane 2 is the direction in which worm move to get food. In movement plane or plane 0 there is a worm or an empty cell and for food it looks in direction. There are five different situations for movement: 1) Not going to move 2) North 3) South 4) East 5) West, and in the food plane or plane 1, “0” means “No Food” while “600” means “Food”.

Links to Related Documents

Short Title:

URL:

Description:

Keywords: Worm, Cell, Movement, Food, Direction, Plane, Neighbors

Developer:

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Comments: This model works properly.