

## **Abstract**

In this project, we worked to develop a platform for investigating different pursuit strategies involving a variety of predator-prey situations. We took the approach of making the simulation turn based which would allow for using either input from human users or algorithmic strategies. Other variations we sought to look at include:

- Having multiple predator/prey
- Varying the relative speeds and turning characteristics of the predator/prey
- Adding obstacles of varying sizes

This platform would allow for exploration of multiple strategy types to be explored to examine how sensitive a “winning” strategy in terms of the characteristics of the pursuit.