

Goals of the Project

- Simulate animal behaviour in the park to be able to react better to situations.
- Determination of the carrying capacity.

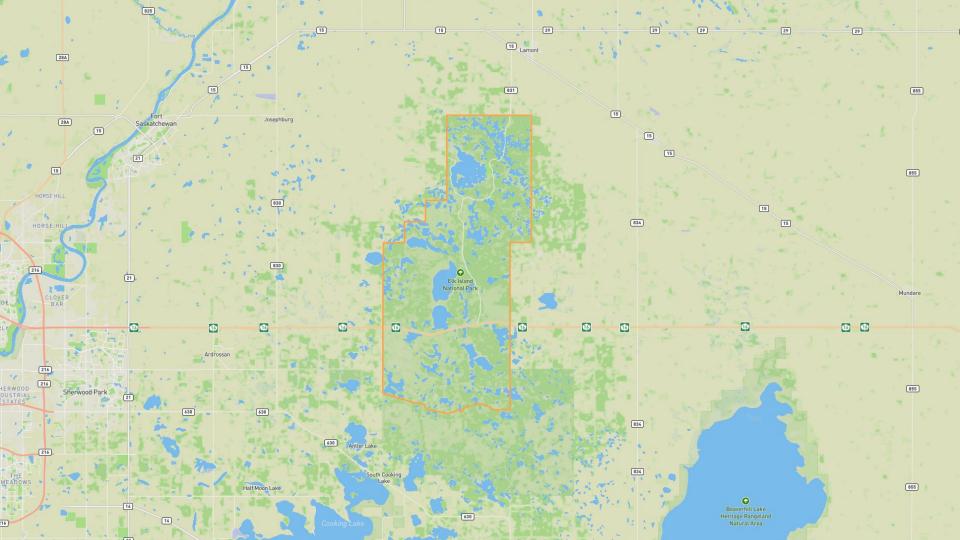
Elk Island National Park

- Canadian National Park
- 194 km² area
- approx. 400,000 visitors annually
- home to over 42 species of mammals
- especially bison and moose









What was our goal for this milestone

- Animals walk through the park
- Food and water consumption
- Calculate NDVI data from satellite images
- Differentiate between the three animal species
- Better understand the behaviour and characteristics of the different animals and analyse real data

Layers

Water Layer

- GeoJson data from EINP
- Water intake near a water spot is increased.
- Animals must not run into the water.

Vegetation Layer

- NDVI data
- Greener areas = more food
- Read out the values only

Temperature Layer

- Data in CSV format from https://open-meteo.com/en/docs/historical-weather-api
- Collected from 2018-11-18 to 2023-11-18

Altitude Layer

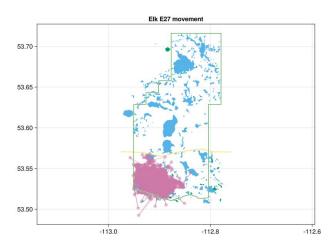
Altitude data

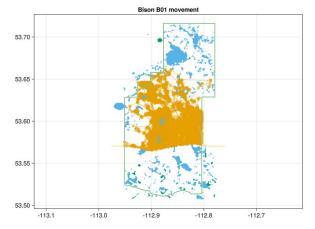
Agents

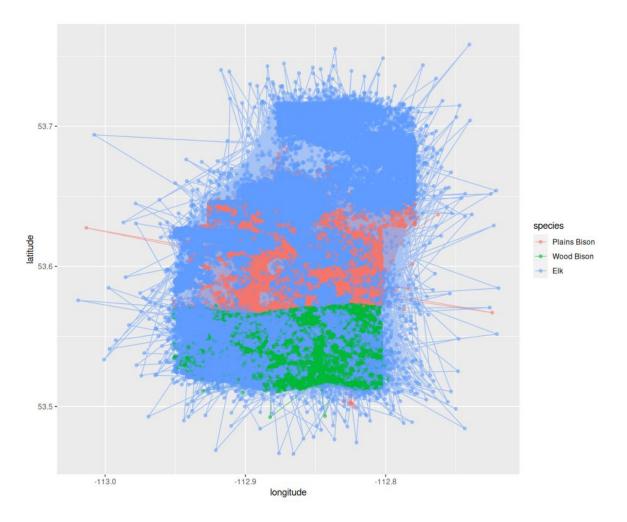
- Bison
- Elk
- Moose

Echtdaten









Was sind unsere Ziele für den nächsten Meilenstein

- Reproduction
- Group dynamics
- Logic with Altitude Layer
- Unit Tests