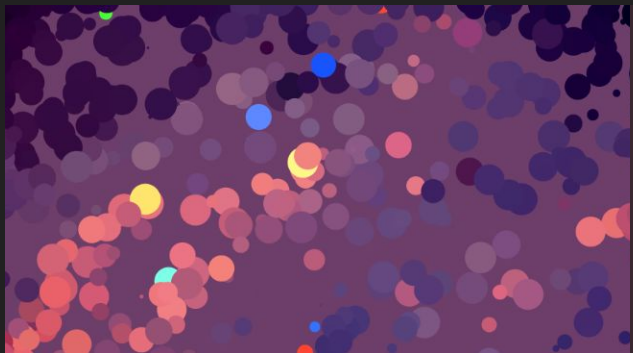


EVOLVING UP

[https://glitch.com/
~evolving-up](https://glitch.com/~evolving-up)



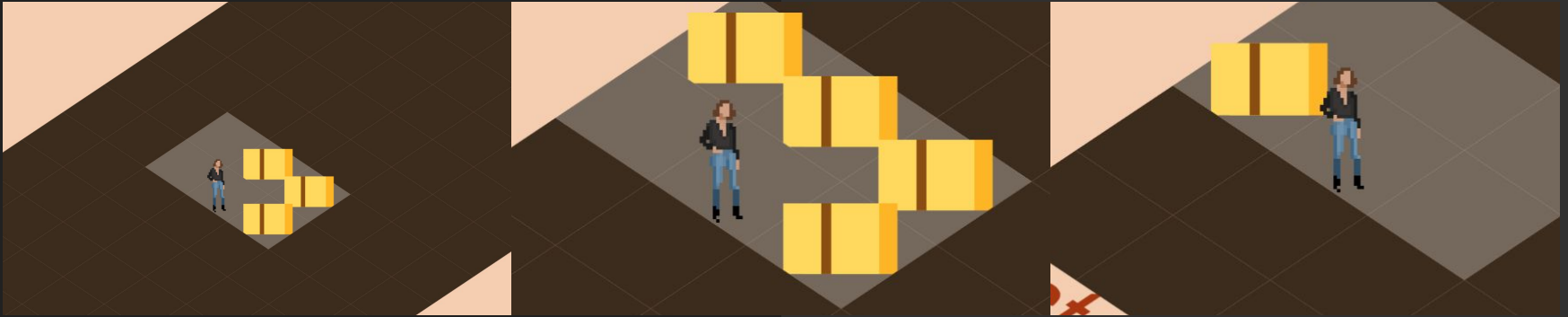
Evolving shapes to recreate images of the sky, egg, and grass.

Using ellipse and lines, each program created three different evolutionary impressions. The program is generated using ellipses and lines to replicate each image.

The mutation is based on `Math.floor`, the random function, and `randomGaussian` to shift shapes, shift colors, and shapes' size. The sign of life is created through the mutation as it shifts and changes to move closer to the image.

HAY MAZE

<https://glitch.com/~hay-maze>



A single player game of trying to escape out of the endless maze with limited vision.

The extent of the maze move infinitely to the right with countless of haystacks ahead. Players can move forward but not backwards, forcing them into dead ends.

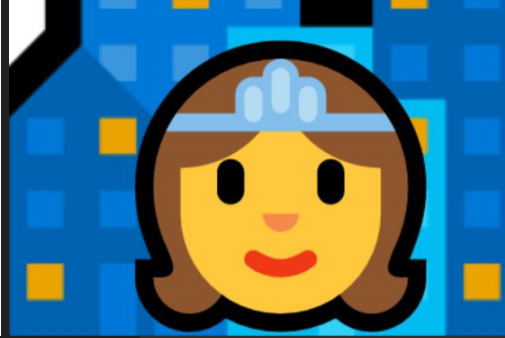
With each seeds comes with new puzzles where there will be different hay block locations. There is a lack of sign of life if the player does not click to a new location. Moving to a new location will place the player's icon to its spot and move the camera forward.

ALONE THOUGHTS

<https://glitch.com/~alone-thoughts>



"During the sunrise, Ray is standing alone by the tree and they wonders if they impacted anyone."



An infinite population where everyone ponders about their progress.

Using Tracery's grammar rules, the infinite population splits the text into categories of person, boy, girl, noun, verb, time, and thoughts. The text is then placed into a sentence to generate different scenarios of being alone.

Using the categories, the image conveys the gender of human and the time of day of the background. The generator displays signs of life through flickers in the background sky through the passage of time and a shuffle of various people in the selected gender category when clicked.