

# PRUDENTE

*“you’re a hard woman to deal with, cleo.”*  
*“only in business. off the job, i’m a real pussycat.”*  
— cleopatra jones

prudence might trump the most naïve haste but a little hurrying at the opportune moment has never hurt anybody.

now is a good time to teach your creatures to moove their beehind with discernment and, while we are at it, to tighten the screws.

three adjustments will let your snotty brats rule the land, runny nose and fire shooting out of their rear end.

**first, hunt only if close enough to another cell.**

**then, only breed right after having had lunch.**

**finally, at the end of the main loop, throw your creature toward its neighbour with proximity as the parameter.**

think about these three changes. how close do you have to be to go after your prey, 10, 50, 100 units? and what exactly do we mean by using proximity as a parameter? you know how djos vite works:

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approach 30 repeat step
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how can you modify this so that it depends on the proximity of the closest neighbour?