Solution Code For Producer

```
when [flag] clicked
hide
set (Number of Producers ▾) to (0)
repeat until <(Number of Producers) > (256)>
    wait (5) seconds
    change (Number of Producers ▾) by (1)
    create clone of (myself ▾)
```
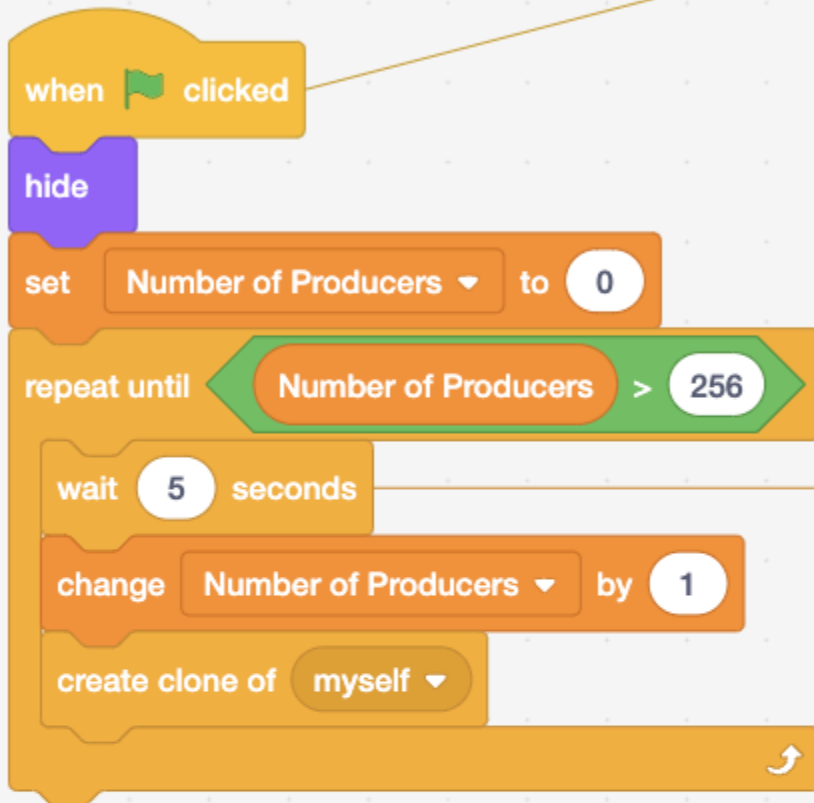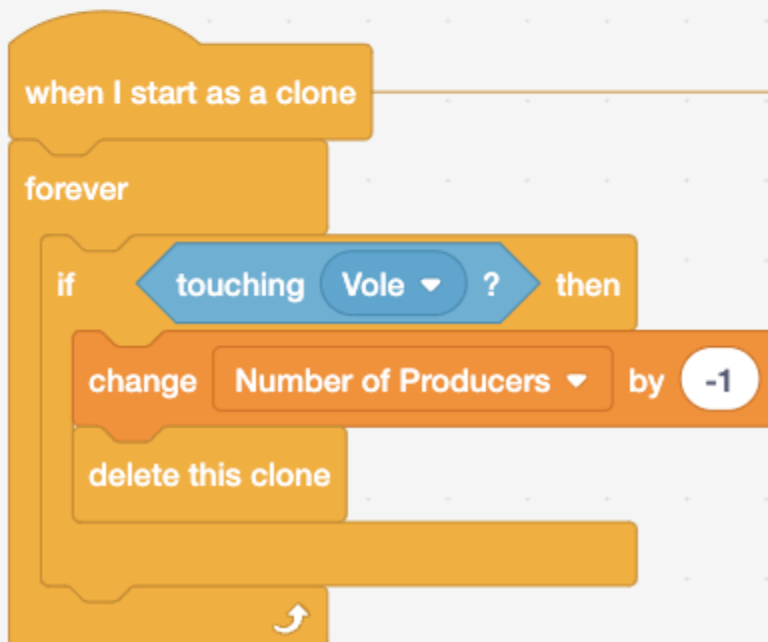
Hides the original sprite (it is easier to delete clones)

Sets the starting number of producers to 0

This is the reproduction rate of the original grass organism.

```
when I start as a clone
forever
    if <touching (Vole ▾) ?> then
        change (Number of Producers ▾) by (-1)
        delete this clone
```

This causes the grass to be eaten by voles

```
when I start as a clone
show
go to  random position ▼
set size to ( 1 ) %
repeat ( 10 )
    wait ( 0.1 ) seconds
    change size by ( 1 )

repeat until < Number of Producers > 100 >
    wait ( 5 ) seconds
    change Number of Producers ▼ by ( 1 )
    create clone of  myself ▼
```

This loop creates the growing effect of the grass.

This causes clones to spawn too! (until there are 100)

This causes exponential growth!

```
when I start as a clone
wait ( 30 ) seconds
change Number of Producers ▼ by ( -1 )
delete this clone
```

This causes the grass to die of "old age"

Change the wait to change the lifespan!

```
when I start as a clone

forever
    if    touching  Person ▾  ?   then
        change  Number of Producers ▾  by  -1

        delete this clone
```

This causes the grass to be "harvested" by humans.