

Pandemic Simulator!

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So you want to save the world. What will it cost? Do you have what it takes to defeat a pandemic without destroying the economy? Try your luck!

- Groups of people are represented by nodes in a graph. They can be neighbourhoods, grocery stores, hospitals, and recreational locations. People stay in these locations, and they affect how quickly the virus spreads. They also travel between them, sometimes taking the virus with them!
- You can make them wear masks, but it comes at the cost of making the masks.
- You can also selectively shut down locations, but beware: this has significant economic consequences.