Ideas

We are using the Rebellion simulation to use as our template.

* **Add generosity Slider**
* **Feared Rate**
* **Add military capacity slider**
* Add Hated graph
* Add reputation slider
* Add destroys property button
* Manipulation slider
* Execution Rate slider
* The greed of the population

Rules

* **As generosity increases, so does population happiness, up until a certain point when you start to tax your people too much. Then they get unhappy. If generosity is kept decently low, then he will be seen as better overall, resulting in more happiness.**
* **As military capacity increases, your population will feel safer from danger, whether it be nearby or far, resulting in more obedience and loyalty.**
* Whether or not a leader is feared depends on the rest of the sliders that we are going to implement into our simulation. Therefore, It is beneficial to have a graph that details on how much a leader is feared. This would show the executor of the program how the citizens are currently feeling.
* Machiavelli points out how it is important to seem good and honest, while in reality be a hypocritical leader. If your people view you as a good person, this will help your reputation.
* **If you are cruel enough to your population that they are fearful of breaking the law, but not enough to hate you, then you have reached the perfect rate of where your population will obey you. Too high = Rebellion Too low= no respect for you.**
* Machiavelli states that is it important to be viewed as a good person

**Create Prompt:**

One major function that results in our final algorithm is how agents move across our simulation. They are told to move to tiles in which there are no agents or jailed agents. This describes the behavior of how our population will act when the simulation is run. This connects with another major function, how police arrest active agents. It tells police to arrest active agents within their vision and then move onto their patch. This lowers the amount of active members in the simulation, increasing calmness, another factor that goes into the rebellion simulation. Finally, how agents determine whether they are active or not is another key function in our simulation. It tells an agent whether or not he should be active. This works well with the arrest function as these people are then arrested by police officers. All these functions come together to create a simulation of a living and active population with working police officers, movement of people, and criminals.