

# Household Consumption

# First slice

- Get **something** up and running
- Consumption and ordering but no behaviour/norms
- Households buy food and eat food. Some gets wasted
- Pure micro-simulation

# Basic setup

- Food comes into three kinds:
  - Perishable
  - Non-Perishable
  - Leftovers
- Households decide how many meals they will have at home that week
  - Then each day, when they do have a meal they need to decide what is it composed of
- Households then need to decide how often and how much to shop

## Household

Socio-Economic

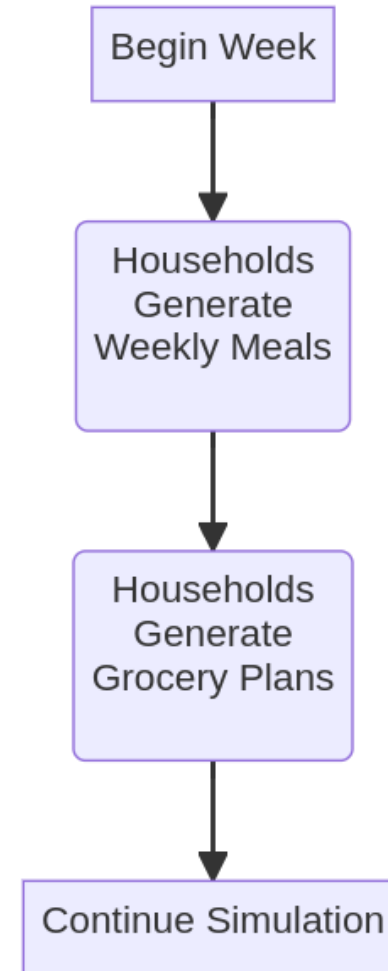
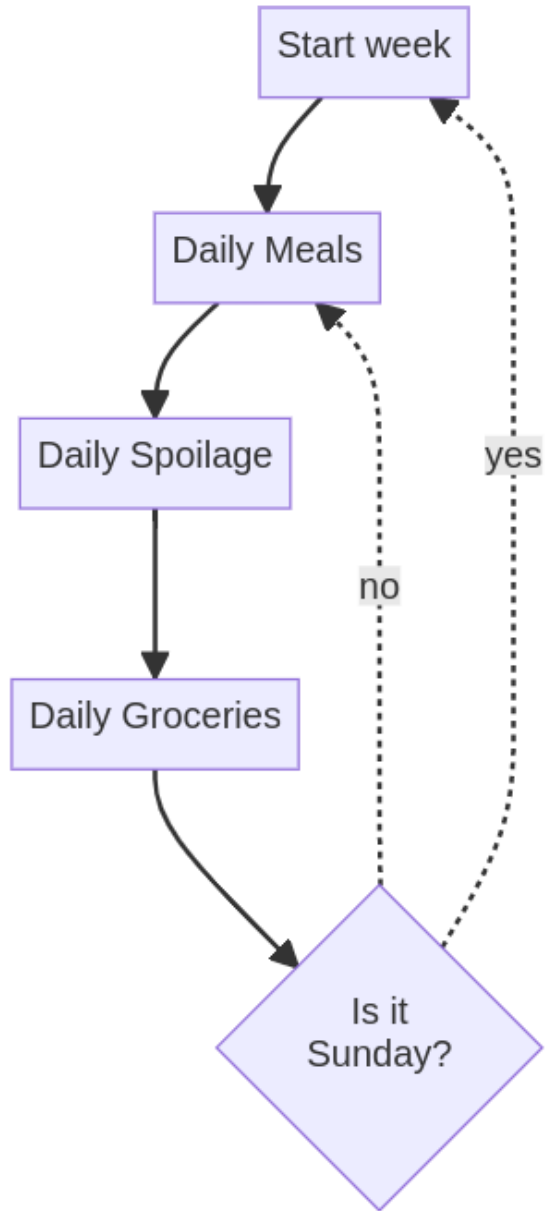
Meal Planner

# of members

Consumption  
Pattern

Pantry

Ordering Policy



# Status

- Code for meal generation and weekly plans is in
- Still need to code ordering policies
- Right now:
  - No real noise
  - No real choices
  - No real data in
- Demo up by friday