

2020-04-24

-) Looked at Hirbod's (very nice) NetLogo-code
he adapted from Lihang's (also very nice) vaccination-strategy code
-) TODOs:
 -) implement that players can choose to play different strategies
 -) calculate & update the score of a player
-) Hirbod explained how to add sliders and plots to the interface
-) He also showed how to make
say 10 of the turtles follow a random strategy
⇒ now it should be easy to implement more strategies
-) There is some way of running many simulations with different parameters in NetLogo in parallel & compare the results
(⇒ probably useful for later)
-) We should look up how to save the results from a run into a textfile
(like the end scores,
of infected, ...)
for further analysis
(NetLogo Logging?)