

Reflexión Individual - Integradora Final

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Un análisis de la solución desarrollada, deberás enfocarte en contestar estas preguntas:

- **¿Por qué seleccionaron el modelo multiagentes utilizado?**
It is a model we learned in classes. For determining proper routes of cars we can sequence it and find out priorities in which some actions should be taken. That makes our model with simple reflexives agents.
- **¿Cuáles fueron las variables que se tomaron al momento de tomar la decisión?**
Car position, car direction, content of cell in the direction and with respect of that we could find out if the car should wait for another car or for traffic lights.
- **¿Cuál es la interacción de esas variables con respecto al resultado de la simulación?**
If the desired position is on the intersection it needs to take into account a light that is currently on or if the car before currently examined agent is going to move or not. Which is found out by linked list of IDs that waits for the next cell (car or semáforo) and based on that car decides to move or not
- **¿Por qué seleccionaron el diseño gráfico presentado?**
Unity is quite easy engine to model in. It could be better if we could have used same language for Server and Graphics but it was alright.
- **¿Cuáles son las ventajas que encuentras en la solución final presentada?**
Even though not presented that much it could handle bigger load with proper sampling of cars, it would also work on less scripted map with small tweak and make decisions.
- **¿Cuáles son las desventajas que existen en la solución presentada?**
It does not take into account velocity and inertia that means that it either moves or not. It has only one type of intersection implemented and it supports only one ways.
- **¿Qué modificaciones podrías hacer para reducir o eliminar las desventajas mencionadas?**
For velocity and inertia I do not think this model is appropriate but it could be done. It would just look strange. For supporting two-way traffic we could either add directions to the streets and duplicate them or we would have to check for car direction so that we would know that the car is going against us in the other lane. For other intersection it is now just another set of rules so it would not take that much time anymore since all other methods are already implemented.
- **Una reflexión sobre tu proceso de aprendizaje. Para ello, revisa el documento original que contiene tus expectativas al inicio del bloque y compáralo con las experiencias que viviste a lo largo de estas semanas.**

I don't have the document however my expectation were to model more in for example mesa and then apply simple graphic to that. For me there were too much graphics but I would never learn it other way. Also at first look at the evidence 2 I really thought that we could make it grander and better but it was quite hard even in the scale we did it.