Weekly report nr 2

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| Coach: | Jorge Monterrubio Sanudo |
| Mentor: | Steven Verborgh |

# Journal

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| After writing the final proposal and getting confirmation of its approval, it was time to start the more in-depth research. First topic: which model to use as a base for the simulation. Several models were considered, and I ended up settling on an agent-based model. Now not devoid of concrete research results, I started writing on the paper. First cleaning up and defining the categories, then filling up the segment on that model.  With time, it became apparent that the planning was indeed not ideal. Too much research front-loaded with the case study being too clumped. With some changes to the schedule, I continued my research on spreading and growth patterns, creating a minimalist framework to support the further implementations along the way. After investigating the grasses and writing down findings, it was time for a meeting with Steven. He helped put me in the right direction to continue writing and gave some suggestions on where to improve or what options could also be considered.  Improving the framework, building the foundations for the rest of the simulation, doing further and deeper research on visited topics, and applying the received feedback was my focus for the rest of the week. |

# Notes meeting with supervisor

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| mention which book p1 comes from (keep links raw in paragraphs and proper quote them later)  model used could also have been cellular automata (mention why not)  segment that talks about the considered models can be larger, really mention the mismatches  either move engine choice to test case or introduction, not really research  add images to paper  investigate trees and plants (only grasses now)  possible idea: do simulation on texture itself  when researching think about case study implementation |

Reflection: Using the STARR model, look back on something that went well

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