Jan Gruszczyński 145464

Dear Sir, I’ve spent literally tens of hours on this project, unfortunately, from time to time, there are some bugs, it’s far from perfect.

To remove an agent, first it needs to be selected by clicking it. Clicking on agents also marks current agent path for couple of seconds. Program loads the map from json file, that was created using program “Tiled” (open source tile map creator). Sliders allow adjustment of several parameters.

Every step specific agent make, it uses A\* to find best possible route.

There should be only one agent at one tile at the same time (expect for shops).

Map contains teleporters, so there was need to create special heuristic for used A\* algorithms.

Teleports works similarly to intersections (there can be only one agent inside two tiles that build a teleporter). (During consultation, we agreed that I can implement teleports instead of intersection, as in my version of simulation, intersections don’t make a lot of sense, also every tile serves as a small intersection).

Agents can infect other agents on adjacent tiles, and while they are inside the shop.

I hope, despite the shortcomings of the project I’ve show a lot of effort. I’ve tried my best to stick to OOP objectives, and also I’ve tried to implement at least couple of design patterns.