

# Multi-agent based simulation of G. R. R. Martin's Sand Kings

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*Abstract*—The abstract about this document

## I. INTRODUCTION

**T**HE FANCY Introduction. Motivation, Objective, The book. Maybe structure

## II. TOOLS

Repast, what why etc.

## III. METHODOLOGY

Small introduction to methodology

### A. Agents

What is an agent. Mobiles, Maw, God, Monsters etc.

### B. Environment

Map, food

### C. Desire System

Things about the desire system

### D. Communication

Things about knowledge, communication etc.

## IV. SIMULATION

Small intro to simulation. What are we planning to do in this section.

### A. Data set

What do we have in simulation. Environment, maws, mobiles, how many etc.

### B. Results

Results of our simulation.

## V. CONCLUSIONS

Conclusions of this paper.

## APPENDIX

Is it even needed ?

## ACKNOWLEDGMENT

Some thanks to Paprzycki ?

## REFERENCES

[1] Source example, for more add sources here