



COVID19 infection simulation

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Goals

- Simulate the spread of the COVID19 with various factors



How?

- Pymonk/Pygame
- Simple collision model and then keep updating it
 - Vaccination (one and/or complete doses)
 - **Isolation**
 - Multiple-city simulation



Implementation

- Library: pymunk (for collisions, pygame display)
- feature
 - Ball (transparent): Blue, Red, Grey
 - Wall (contain within the frame)
 - Parameters
 - Social Distancing (50%)
 - Susceptibility (varies)