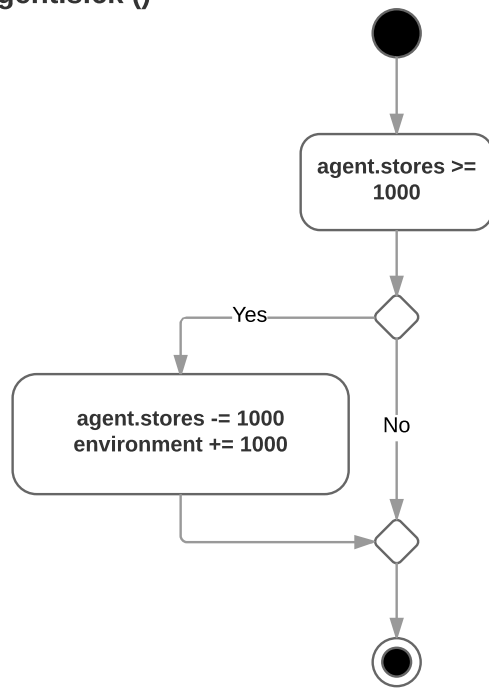
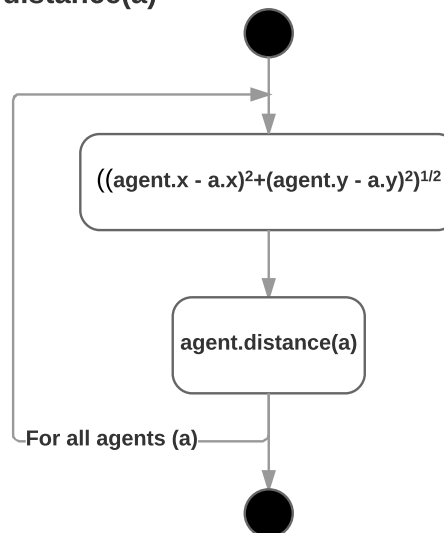


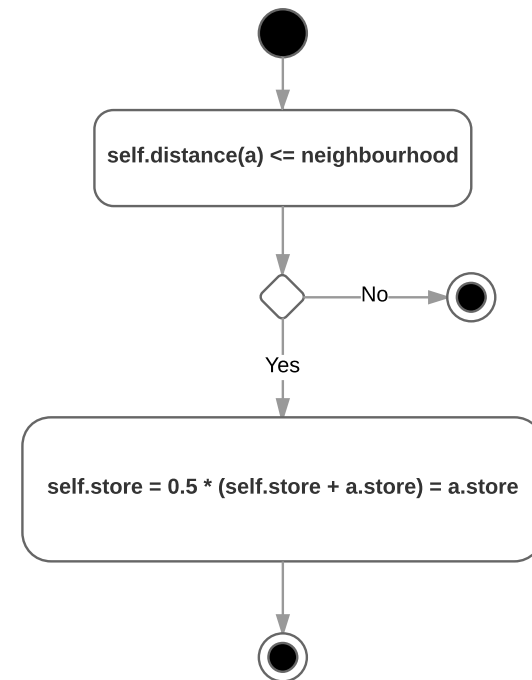
### agent.sick ()



### distance(a)



### agent.share(neighbourhood)



### Notes to the model

Agents are created within the model from the agent framework.

The model reads in an environment file as a list and parses into a two dimensional array.

Agents move at random using the `agent.move()` function. The model calls this with the `agent.eat()` function which reduces the environment score at any given (x,y) location of the agent, and increases the variable `agent.store()` by the same value (here 10), with a lower bound of zero.

Calling the `agent.sick()` function assesses whether `agent.store()` has reached a threshold (here 1000) above which, `agent.store()` is reduced, and the environment file at the agent's location is increased by the same value.

`Agent.share()` uses the function `distance(a)`. `Distance(a)` calculates the pythagorean distance between `agent()` and all other agents(a) and stores the distance as a list `agent.distance()`. Where `agent.distance(a)` is smaller than the neighbourhood threshold defined within the model, `agent.store()` and `a.store()` are summed, and divided equally between the two variables.