Contributions by Alexander Williams

Aus der egoperspektive, weil ich nicht wusste wie ichs sonst schreiben sollte:

After I created the initial prototype, the code of which was adapted throughout the project, I gamified the experience by adding interactivity in form of the walking farmers. They enhance the simulation by relating the abstract numbers from the graph to observable farmers and improve the visuals by bringing moving elements to the game. Other contributions were small changes regarding UI polishing and similar tasks.