**Outline/Structure**

1. Abstract
   1. What did we do?
   2. Significant Outcome
2. Keywords: Business Simulation, Game, Farmers Fable, Economy, Unity
3. Introduction
4. What is a simulation?
   1. Simulation in general. (What is it, how to use it, when is it successful, how to design it, how to evaluate it)
   2. Business Simulation.
   3. Business Simulation as a game.
5. The farmers fable
   1. Idea development and motivation
   2. Background with the book “Gier”
   3. Explain how it works and what results to expect
6. Our Setting/Story
   1. Summarize our story but make a link available where it can be found
7. The Simulation
   1. Technological Aspects
      1. Programming Language
      2. Game Engine
      3. Short overview of the implementation
      4. Depicting the core algorithm and explaining what and how we did it
   2. The outcomes of our simulation
      1. What changes if we have 4 farmers or 20? 5 years or 100?
      2. Probability equations?
      3. Are they the same as expected previously?
      4. What else did we discover?
      5. How can we explain our outcomes?
   3. Art Style
   4. Graphics
   5. Sound
8. Our Process
   1. How did we develop everything
   2. Idea finding
   3. Difficulties (C# or Python. Mixture of both)
   4. Outcomes