

Start

Import functions
Import drunkagentclass.py

Read in csv of initial map
with the Pub and Homes,
these are plotted

Create the agents based on pre
defined number. Agents are created
using drunkagentclass.py.
All agents assigned a multiple of 10
between 10 - 250.

Density map is plotted,
every time an agent steps
on a point the density value
increases by 1

Final Density map is
written to a new CSV
file and saved in the
directory

Finish

Each agents individual
step count is printed
along with the average
number of steps taken

Agents and
environment are
plotted with each
agent at home

Home?

Yes

Are there more
agents?

No

Yes

No

Agent
moves
once

Move the agents.
Behaviour is defined in
drunkagentclass.py, each agent
moves until it reaches the
assigned number on the
environment data.

Move onto the next agent.
The move command works in
a for loop using 'i' in the
range(num_of_agents)'

