# Eight-friends

Model in which every agent has at least eight friends. Connections with the other group are broken until they drop below eight, then the agent makes a new connection to bring them back up to eight. Eight is chosen because it is the most likely number of neighbours an agent would have in a Schelling segregation physical space grid.

* Set up architecture for collecting data as the model runs – look at schelling & schoolyard examples but also talk to Giulio
* Strip out the redundant grid space initialisation in the model
* Some kind of test of average number of edges per node to get a sense of what this might look like in a model with different befriending behaviour

# Larger model

## Consider whether it needs to have different befriending rules

* Making and breaking connections is established for eight-friends but might need to have different dynamics in a larger model