# Redo everything to be compliant with the new version of agents.jl

* Assignment of graph edges needs to be kept from randomly selecting its own node

# 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.

* Test graph connection dynamic using 25 node toy version of model

# Larger model

## Build in a mechanism for pruning graph edges

* There are going to be too many graph edges if we run this for any significant number of steps
* Make new network connections then break old ones
  + Select new neighbours from neighbours-of-neighbours or randomly?
  + Make variable containing IDs of current neighbours, then use that to break current connections once new ones are established?