## Strip the physical proximity layer out and base everything on network connections

Currently:

    if count\_neighbors\_same\_group ≥ agent.seg

        agent.mood = true

    else

        agent.mood = false

        move\_agent\_single!(agent, model)

    end

    return

end

move\_agent\_single! Still relies on the presence of a physical space; needs to change to making new links with friends of friends (and then breaking old links with friends? Will also need to be done in agent\_step rather than in model\_step otherwise risks breaking connections which have just been made)

* Possible agent\_seg needs to be changed to a percentage proportion, because a small raw number will probably be washed out by a large number of graph connections
* Run with step!(model,agent\_step!,model\_step!)

## 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