



- In a simulation step, multiple environmental stimuli can occur. A concrete perception model, e.g. **SimplePerceptionModel**, ranks which stimulus has the highest priority for an agent. For instance if a soft whistle and a loud bang occur simultaneously, the loud bang has a higher priority and should be handled in the subsequent cognition process.
- The Topography represents the environment. I.e., it contains obstacles etc. It is stored by a model so that agents can retrieve this information.
- The update () method iterates over all agents, ranks the current environmental stimuli at a specific time step (i.e., multiple stimuli can occur at a specific time step) and stores the most important one inside the agent.