**Tasks:**

1. Research the state of the art in
   1. Strategy representation
   2. Measures of stability in evolutionary mechanics
   3. Modelling with a grid
   4. Different ways to represent and use gossip in models
2. Test out different languages for use in the project and get a toy example of the first experiment working in each
   1. Create a grid world
   2. Give agents simple behaviors for this world
   3. Create a simple genetic algorithm for agents to develop
   4. Analyze results, making note of
      1. Ease of use of the language
      2. Fitness for purpose
      3. Availability of tools and libraries
3. Decide what language and environment to use
4. Start coding
   1. Create the world space as described in the notes
   2. Recreate the original world as described in Ohtsuki and Iwasa (2004)
      1. Test if the ‘leading eight’ strategies outlined in above remain valid
      2. If not, verify what is causing the difference and continue iterating until this world is replicated
   3. Create a similar world, but with the addition of local relationships between agents.
      1. Test the differences between this world and the previous one
   4. Create that same world, but with gossip mechanics introduced
      1. Again, test the differences between this world and the previous one