Stephen Wratten

Report Portion

5/15/17

Ideally, our project sets out to model and needs and wants based economic system that involves income disparity, product purchasing and longevity, agent income progression and potential starvation at the hands of an oppressive and relentless need to eat and survive. We set out to model these things and ended up making most of them a reality. So far, our system does model needs and wants but we are limited in the number of products that can be purchased among the consumers and the merchants seem to have a never-ending supply of goods for sale. While not wholly realistic in regards to a scarce supply of goods, it sets out to model what it we wanted it to. The system gave us insight into why the poor have a hard time breaking out of that way of life, while the rich continue to get richer. In our system, the poor spent the majority and sometimes all of their money just to keep food on the table to keep themselves alive while the rich were able to buy luxuries and products that increased their income and happiness in order to keep them rich.

In the future, I would like to include a more randomly generated product system, scarcity considerations for luxury products or even basic necessities, and potential resource conflicts for consumers. As well, certain other considerations could be made for diversifying the needs of each consumer based on food consumption, a happiness requirement such that the agent can function effectively and be productive in order to maintain income and even certain group specific needs like religion or education for increases in income or choices concerning product preference.