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# Universal constants
AGENT_ABSOLUTE_VELOCITY = 25 # Rv as specified in assignment text

# Task a)
NUM_EPOCHS_A = int(1e6) # Number of iterations per episode
TASK_CAPACITY_A = 1 # Tc for all Task objects
TASK_RADIUS_A = 50 # Tr for all Task objects

# Task b)
NUM_EPOCHS_B = int(1e5)
TASK_CAPACITY_B = 1
TASK_RADIUS_B = 50
NUM_AGENTS_B = [3, 5, 10, 20, 30] # Number of agents

# Task c)
NUM_EPOCHS_C = int(1e5)
TASK_CAPACITY_C = 3
TASK_RADIUS_C = 50
NUM_AGENTS_C = [3, 5, 10, 20, 30]

# Task d)
NUM_EPISODES_D = 10 # Number of episodes
NUM_EPOCHS_D = int(1e5)
NUM_TASKS_D = [2, 10, 20] # Number of tasks
TASK_CAPACITY_D = 3
TASK_RADIUS_D = 50
NUM_AGENTS_D = 30

# Task e)
NUM_EPOCHS_E = int(1e5)
NUM_TASKS_E = 2
TASK_CAPACITY_E = 3
TASK_RADIUS_E = 50
NUM_AGENTS_E = 30
COMM_DISTANCES_E = [0, 100, 200, 300, 400, 600, 1000, 1400] # Communication distance

# Task f)
NUM_EPOCHS_F = int(1e5)
NUM_TASKS_F = 2
TASK_CAPACITY_F = 3
TASK_RADIUS_F = 50
NUM_AGENTS_F = 30
COMM_DISTANCES_F = [0, 100, 200, 300, 400, 600, 1000, 1400]
```