**Creativity Analysis Final Project**

Software tools that allow to work with agents, like Gama, can be very useful for serious applications such as medicine. In particular, the main field this Creative Idea is related to is the spread of infections. However, since that is an unpleasant thing to do, a funny game of infection was instead created.

The basic structure of the project is kept, but now the different types of agents (Party, Chill, etc.) are gathered in teams. This is, there are 5 teams, called Team Party, Team Chill, etc. A new agent, called Instructor, appears in scene. It is the agent responsible for starting the game and communicating what is happening in real time via FIPA.

The Instructor picks one member of each team. They are going to be the first infected agents. So at the beginning there are 5 infected agents, 1 per team. They keep interacting in the festival as in the Basic Model, as if the infection did not exist. However, when one agent accepts the proposal of an infected agent, it becomes infected as well.

Although been infected, agents are still allowed to participate. However, when all the members of one team are infected, the Instructor communicates this to the members of the team. The whole team is eliminated and they disappear from the game thanks to the “do die” statement.

Teams keep getting eliminated until there is only one team standing. That last team to survive are declared the winners of the infection game.