Agent Based Modeling Projects:

* Projects are carried out in 2 –person groups
* Regular reporting of progress (1 time a week)
* Custom applications in Java, C++, C#, Java Script on so on are highly appreciated – in special cases application of ready toolbox like RePast, NetLogo can be also accepted
* Deadline - Third week of January – January 18, 2018

Proposed topics (1 topic can be selected max. by 2 groups):

1. **Autonomous intersection** . Moving cars and other vehicles are agents which use communication in order to cross intersection. Implementation of a set of real intersections using agent-based paradigm
2. **Road tunnel evacuation** – Pedestrians-agents are allocated in vehicles in a real road tunnel. The aim of simulation is to build a simulation of evacuation using different parameters of agents: age, desired vs current speed, determination, fatigue/tiredness etc.
3. **Mountain climbing** – Agents are representation of tourist/climbers. Environment are represented by 2.5D or 3D environment. Different level of abilities and training of agents should be taken into account. Different level of terrain should be taken into account, as well as cooperation between climbers.
4. **RoboCup Soccer** – create a fooball game between two teams of agents. Create new strategies of cooperation to win.
5. **Yanosik** – create a model of knowledge spreading and descending using mobile application for drivers like Yanosik (modern and mobile version of CB radio☺)
6. **Propose your own agent-based topic**