Create a C# program for an economic simulation focusing on two industries: the restaurant sector and the hairdressing/barber sector.  
The main purpose is to examine the effects of

1. Value-added tax (VAT) and
2. Other taxes

on

1. consumption, and through it
2. employment, and
3. government tax revenues.

The simulation should be implemented using Unity, where agents (objects derived from Unity classes) represent the population’s demographic structure in a simplified way.  
The number of agents should be adjustable (e.g., 300 at the start).

The user, acting as the government, should be able to:

1. Adjust different taxes,
2. Set other parameters (such as opening hours),
3. Run the simulation for multiple cycles (day/week/month) over several virtual years.

Later, the simulation should be expandable to cover longer periods, where agents are born, age, and eventually die.