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.  
  
2025.08.21  
  
**Simulation Goal**

Develop a C# Unity-based **economic simulation** with agents (people) representing a simplified demographic structure. Focus on **two industries**:

* Restaurants
* Hairdressers/barbers

**Core Purpose**

Study the effects of

1. **VAT** and
2. **Other taxes**

on:

* **Consumption**
* **Employment**
* **Government tax revenue**

**Implementation Details**

* **Agents:** Created with a PersonFactory, attributes assigned by probability distributions, pools, or randomization.
* **Agent number:** Adjustable (start with ~300).
* **User role:** Acts as government, can:
  1. Change tax rates
  2. Adjust parameters (e.g., opening hours)
  3. Run the simulation in cycles (daily/weekly/monthly) across multiple virtual years

**Early Development**

* Output: console text only; GUI to be added later.
* Simulation: short-term (e.g., 5 years, no births/deaths).
* Experiments: simple tests (e.g., haircut when hair too long, wages/payments, spending).

**Future Expansion**

* Longer-term simulation with births, aging, and death.
* Demographics and behaviours affected by economic and social conditions.
* Possible music/visualization add-ons.

**Architecture Notes**

* Use MVC pattern.
* Keep classes modular and balanced in size.
* Probabilities editable by user (via external file or UI, not code).  
    
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**Simulation Concept**

* **Purpose:** C# Unity-based economic simulation of the **restaurant** and **hairdressing/barber** industries.
* **Goal:** Examine how **VAT** and **other taxes** affect **consumption, employment, and government tax revenue**.

**Agents**

* Created via PersonFactory with **randomized or pool-based attributes** (demographics, spending behavior).
* Number of agents adjustable (start ~300).
* Short-term initial simulation: 5 years, no births or deaths.
* Agents’ behavior can depend on social/economic factors in future versions.

**User Interaction**

* User acts as government to:
  1. Adjust taxes
  2. Set other parameters (e.g., opening hours)
  3. Run the simulation over multiple cycles (day/week/month)
* Probability distributions and parameters editable **without modifying code**.

**Implementation & Architecture**

* **Output:** Initially console-based; GUI added later.
* **Pattern:** MVC (Model-View-Controller).
* Classes should be modular and roughly equal in size.
* **Simple experiments** can be run (haircut triggers, wage payments, spending).

**Role of ChatGPT**

* **ChatGPT does NOT run the simulation.**
* It generates **C# code** for the simulation.
* The simulation itself must be executed in **Unity or another runtime environment**.

**Future Possibilities**

* Longer-term simulations with births, aging, and deaths.
* Integration of social, economic, or behavioral dynamics.
* Optional visualization or music.

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**Agents**

* Defined by a **single class** (Person.cs) with attributes like age, money, and behaviors.
* **Instances** of this class represent individual agents; multiple agents are created dynamically (e.g., 300 at the start).
* Agents can optionally be linked to **GameObjects** in Unity if visualization is needed.
* Attributes assigned via PersonFactory using **randomization, pools, or probability distributions**.
* Initial simulation: short-term (e.g., 5 years), no births or deaths.
* Agents’ behavior can later depend on social and economic factors.

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**Technical Notes on Agents**

* **Class vs. Instance:**
  + Person.cs is the blueprint (class).
  + Each agent is an **instance** of that class in memory.
* **GameObject Link:**
  + Optional; only needed if the agent is visualized in Unity.
  + Can attach a MonoBehaviour script to link the agent’s data/logic to the scene.
* **Storage:**
  + Agents are typically stored in a **list or array**.
  + No need for separate .cs files per agent.
* **Behavior Execution:**
  + Methods like GoToBarber() or EarnSalary() are called on each agent instance.

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  + Each element is a **reference to an agent object** in memory.
* **Simulation Loop:**
  + Simulation happens in loops, updating each agent per time step (day/week/month).
  + Example:

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* Defined by a **single class** (Person.cs) with attributes like age, money, and behaviors.
* **Instances** of this class represent individual agents; multiple agents are created dynamically (e.g., 300 at the start).
* **Attributes assignment:**
  + Managed by PersonFactory.
  + Can be assigned using **randomization**, **pools**, or **probability distributions**.
  + Pools are **predefined sets of possible values** for each trait.
  + Optional **weighted probabilities** allow some traits to appear more often.
  + Conditional probabilities can link traits (e.g., spending habit depends on income, hair style depends on gender).

**Lottery/Pool Mechanism for Abilities**

1. **Define the Pool:** List all possible values for a trait, e.g., hairStyles = { "Short", "Medium", "Long" }.
2. **Assign Probabilities:** Optionally weight the values (probabilities = {0.5f, 0.3f, 0.2f}).
3. **Random Selection:**
   * Uniform: hairStyles[rnd.Next(hairStyles.Length)]
   * Weighted: use cumulative probability check.
4. **Repeat for Each Attribute:** Each agent draws independently (or conditionally) for all traits.
5. **Loop Over Agents:** Create all agents in a loop to initialize the population.
6. **Optional Conditional Pools:** Traits can depend on other traits for realism (e.g., gender-specific hair styles).

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