**PARAMETERS TO CHANGE FOR BIG MAP**

* fd-amt
* inactive prob of scouting

**NOTES**

* Patch parameters
  + R of must be within 0.03 of desired value
  + Dense
    - 0.4 (run 3960): c1\_mult=201, c2\_mult=81, patchiness=21
    - 0.6 (run 2240): c1\_mult=121, c2\_mult= 1, patchiness=13
    - 0.8 (run 840): c1\_mult= 41, c2\_mult= 1, patchiness=21
  + Sparse
    - 0.4 (run 4730): c1\_mult=1201, c2\_mult=901, patchiness=11
    - 0.6 (run 5750): c1\_mult=1501, c2\_mult=601, patchiness=21
    - 0.8 (run 4040): c1\_mult=1051, c2\_mult=451, patchiness=16

**TODO**

* From 2-29 meeting
  + Quantity: same all over (100 trips)
  + Quality: Same for c1/c2 neighboring patches, distribution otherwise
  + Look into saving resource map
* Patch set up
  + Do patch quantities
* State Machine
  + inactive
    - transition to toResource
  + random-search
    - speed searching vs flying directly
  + forage-nectar
    - DONE
  + return-to-hive
    - energy stuff-dancing
      * e-res
      * dancing?
  + dance
  + Ephemeral
  + Add in energy component