**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: c1\_mult=201, c2\_mult=81, patchiness=21
    - 0.6: c1\_mult=121, c2\_mult= 1, patchiness=13
    - 0.8: c1\_mult= 41, c2\_mult= 1, patchiness=21
  + Sparse
    - 0.4: c1\_mult=1351, c2\_mult=1251, patchiness=13
    - 0.6: c1\_mult=1501, c2\_mult=1051, patchiness=10
    - 0.8: c1\_mult=1051, c2\_mult=951, patchiness=19

**TODO**

* From 2-29 meeting
  + Think about how saving resource map will look
    - Ideas: save at end of setup, before bees added
    - Have switch/text input for selecting files for import or for exporting files
    - Make a new folder
    - Have file names be made up of date-and-time and parameters
* Patch set up
  + Do patch qualities
* 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