**PARAMETERS TO CHANGE FOR BIG MAP**

* fd-amt
* inactive prob of scouting

**General Parameters**

* Patch parameters
  + R of must be within 0.03 of desired value
  + E-res = net energy gained / energy expended
  + 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
* Foraging time: 12 min
  + 1/5 of Dornhaus time since sim is 1/5 of time
* Energy content of nectar was assumed to be 5.819 J/μl
  + 30% sugar per weight
* Flight: 6.5 J/km = 0.0065 J/m = 0.0009745 J/NetLogo unit

**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

**QUESTIONS**

* Does E-res include distance traveled back to the hive?
* Have patch quality be energy or μL?
* Nectar influx depends on time steps-this will be different in this sim