**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=2101, c2\_mult=1801, patchiness=13
    - 0.6: c1\_mult=1501, c2\_mult= 901, patchiness=13
    - 0.8: c1\_mult=1201, c2\_mult= 1, patchiness= 9
* 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 cost: 6.5 J/km = 0.0065 J/m = 0.0009745 J/NetLogo unit

**TODO**

* Ephemeral

**QUESTIONS**

**OTHER**

Differences in my model vs Dornhaus

1. Ephemeral resources
2. Varying resource quality with dif colony sizes

Simulation runs (10 replicates per)(500 and 3000 pop size)(comm on and off)

1. Runs with (2)
2. Runs with (1)

* Do 3 way ANOVA for results from each run

Saving and Loading maps