
Comment: initialization of the model
set variable map as dictonary
set variable agents as list
for 10 times
set variable agent as dictonary
set variable agent.color as blue or red at random
set variable agent.x as random number between 0 and 10
set variable agent.y as random number between 0 and 10
add agent to agents
set agent to map with key agent.x , agent.y
Comment: running the simulation
for 1000 times
for each agent in agents
Comment: rules for an individual unit
set variable own color as agent.color
set variable different color collector as 0
set variable neighbours as map values with keys agent.x - 1, agent.y ; agent.x + 1,
for each neighbour in neighbours
if neighbour.color != agent.color
set variable different color collector as different color collector + 1
if different color collector > 2
set empty to map with key agent.x , agent.y
set variable agent.x as random number between 0 and 10
set variable agent.y as random number between 0 and 10
set agent to map with key agent.x , agent.y