

# Doc

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## 1 Objective

To simulate interactions between government, industrialists and public and find resultant distribution of resources.

### 1.1 Design & assumptions

- For comparison sake, a common denominator for all resources is wealth or money.
- Interactions between all agents are transactions, in money terms.
- Agents have attributes: **need**, **produce** and their **behaviour**.

### 1.2 To Do

Come up with specifications of attributes in English, then in money. Qualify **behaviour** as a set of possible actions. Quantify **need** in money terms.

- Study agent rules - Read Sugarscape. Library: NetLogo