

1. Assume the infection spreads by proximity interaction.
2. Assume uninfected patients have no probability of dying from their original cause of admission.
3. Assume patients have a higher infection rate as compared to healthcare workers, leading them to not achieving immunity and possibility of death.
4. Assume healthcare workers achieve immunity after recovering from infection and continue working.
5. Assume healthcare workers cannot die of the infection.
6. Assume healthcare workers do not leave the simulation where one simulation run is the duration of a healthcare workers' shift, causing only one set of healthcare workers to be present in the simulation.
7. Assume every infection is eventually diagnosed before the agent leaves the simulation.
8. Assume no agent is immune at the start of the simulation.
9. Once discharged from the isolation ward, assume that patients are completely recovered from both their original cause of admission (if applicable) and the infection, and immediately exit the simulation without contracting the infection again.