# System Analysis

Model

- Conceptual
- Simuation Requirements and Goals

## Simulation Conceptual Model

- Actor Model
- Environment Model
- Goal Model
- Behavoir Model
- State Model

# Simulation Design

- Simulation Scenarios from Stories
- Agents
- Levels

## Micro VDT

- ABS Model Elements
- Agent Behavoirs
- Agent State and Transitions
- Goals Behavoirs

## Meso VDT

- Agent Interactions
- Interactions of simulation levels
- Agent environment interactions

## Makro VDT

- Emergent behavoir/s
- Expected model behavoir

