Methodology Summary for *DiabetesModel*:

* Design formulated in the form of a conceptual model where there is one agent: Patient which has behaviours of eating and changing diet. [here you would describe the medical theory]
* Implemented in C#, with object-orientated programming while utilising the Multi-Agent Research Simulation (MARS - https://mars.haw-hamburg.de/) framework, developed by the MARS research group (<https://www.mars-group.org/>) [can give those links as footnotes].
* Basic structure and principles follows the iterative model approach of Augsiak et al. [J. Augusiak, P. J. Van den Brink, and V. Grimm.  
  Merging validation and evaluation of ecological models  
  to ‘evaludation’: a review of terminology and a  
  practical approach. Ecological Modelling, 280:117–128,  
  2014] -> if you want to include some of this in the lit review, feel free to copy paste on from my lit review on what I wrote about this process.
* Verification processes: established debugging and programming tools, logic checking and external testing (i.e. Marina).
* Achievement: prototype model that produces final healthscores we would expect given a patient’s diet and medical history. Improvements for future work: the change diet logic we discussed -> needs to be complicated…is the crux of making the model more naturally representative and automotive. Adding factors like exercise and increasing the effect of an initial low healthscore (?). More real data required to know exactly what extensions would be possible. Combination is also possible: empirical numerical values like what we came up with but also surveys of real patients as their life progressed to assist with the change diet behaviour.

Very short -> not sure if anything else is necessary to add. Because it is less of a technical appraisal and more methodological, the conceptual model section in this part is most important and your background on explaining your ideas and concepts will beef it up.