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DS 5010

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Report for Resubmission

- The major fix for the is_satisfied method was the if occupied == 0: return True. This was causing the single agent to be satisfied if there were no neighbors nearby, though, the agent technically should be not satisfied, resulting in the random movement of the agent.
- In other words, occupied == 0 should return false, and not true within this method
- I submitted the .pdf for the report in the github repo. Prior to this submission, I was unsure where to submit such a report. The instructions are now clear, thus a report is submitted.