Machiavelli's "Prince" Simulation
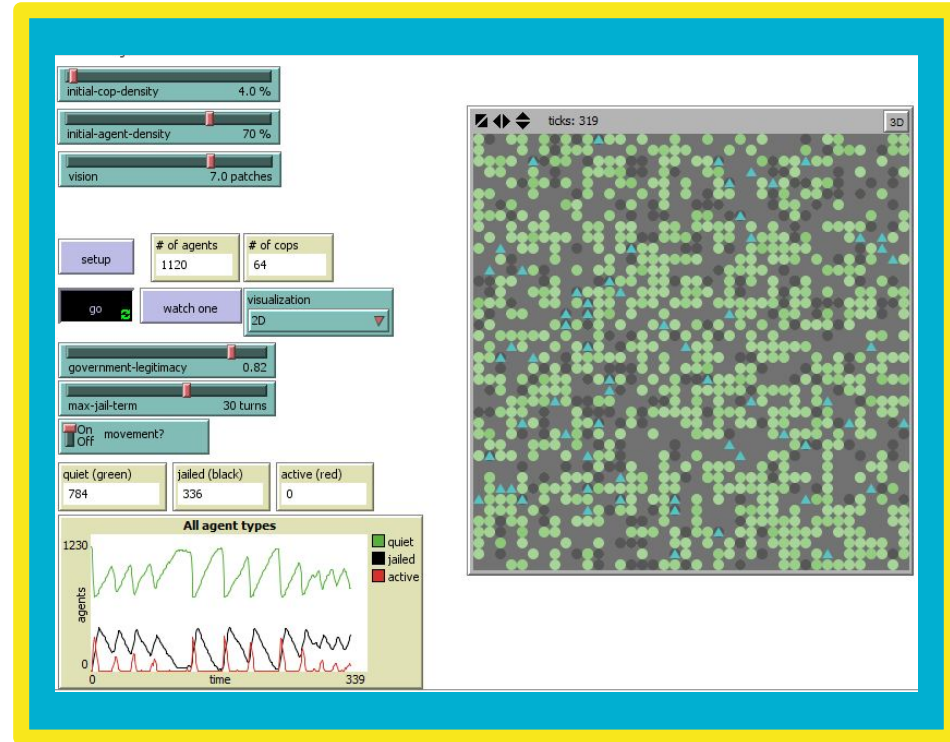
A Simulation based off Machiavelli's "The Prince"

The Original Simulation
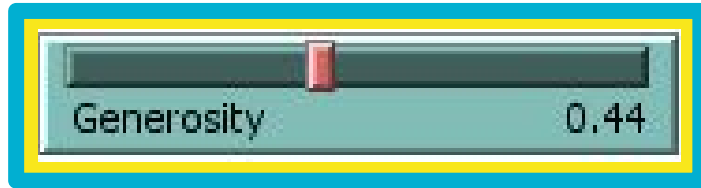
The Social Science Simulation, "Rebellion"

- One of the Recommended Simulations
- Based around a type of hierarchy
- Took into account the hardships of the citizens
- Included a visually appealing and basic visualization to follow

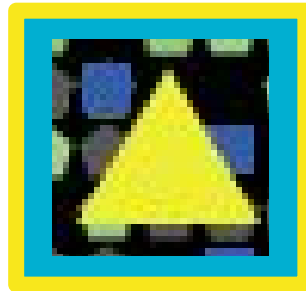# Additions Added Onto the Simulation
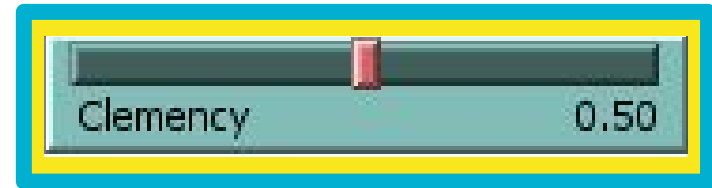
- Generosity Feature

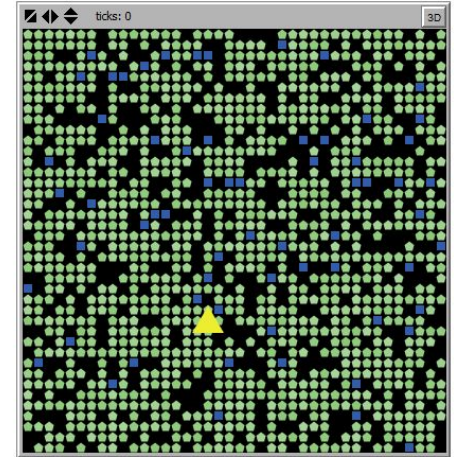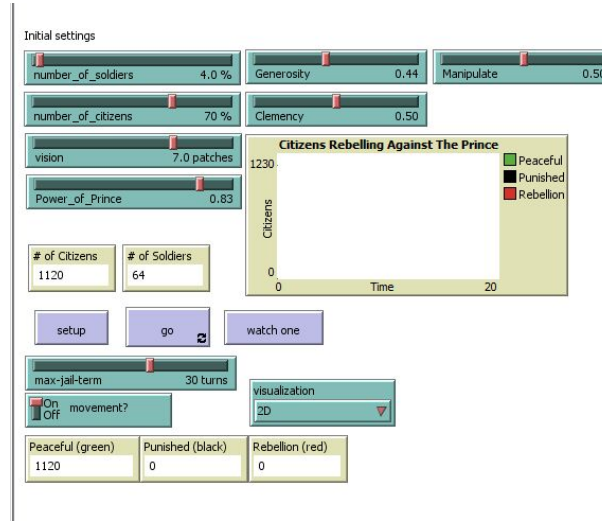- Manipulation Feature

- Visualization of the Prince

- Clemency Feature
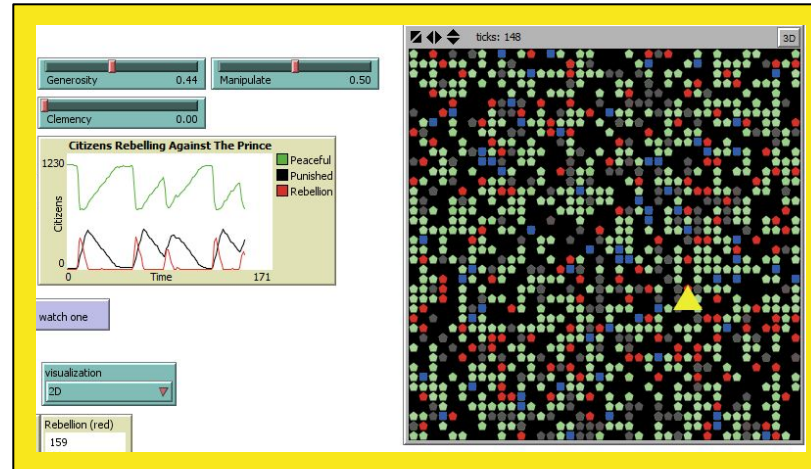
Simulation In Action
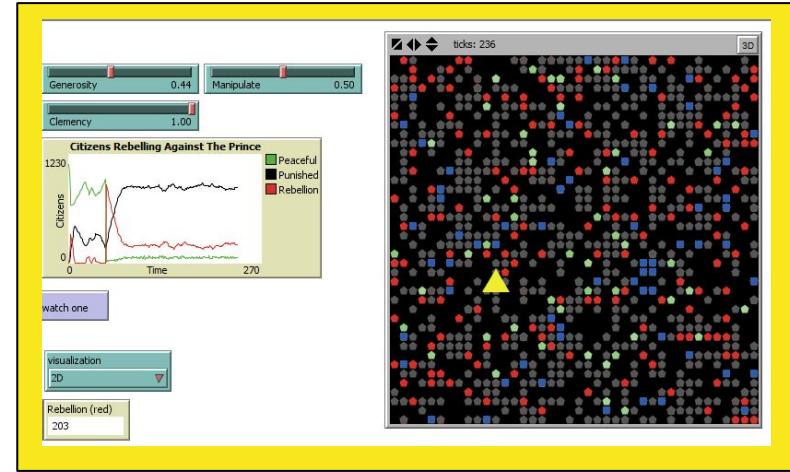
During a normal set up:

- Generosity will set to 0.44
- Clemency and Manipulation will set to 0.50
- 70% Citizens
- 4.0% Cops
- Max Jail Time at 30 Turns with all citizens free

Simulation In Action: Clemency
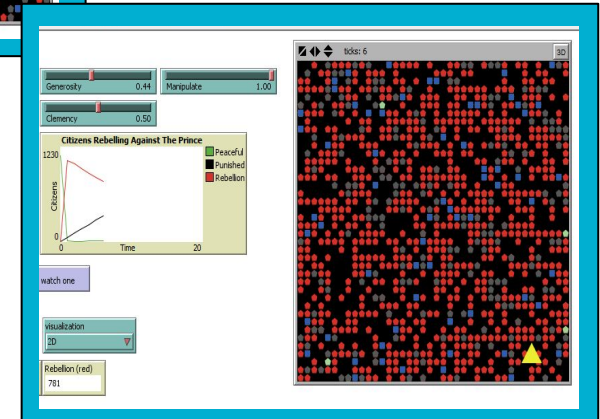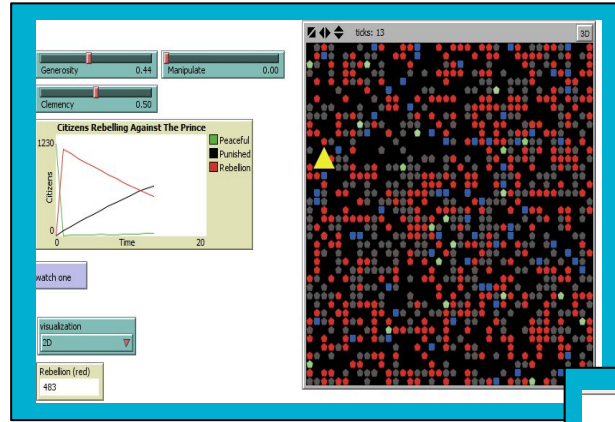
When Clemency is changed:

- Clemency > 0.65, rebellion occurs
- Clemency < 0, little rebellion occurs
- 0 < Clemency < 0.65, little to no rebellion

Simulation In Action: Manipulation

When Manipulation is changed:

- Manipulation > 0.90, rebellion occurs
- Manipulation < 0.45, rebellion occurs
- 0.45 > Manipulation > 0.90, little to no rebellion occurs

Simulation In Action: Generosity

When Generosity is changed:

- Generosity > 0.40, rebellion occurs
- Generosity < 0.6, rebellion occurs
- 0.40 > Generosity > 0.6, little to no rebellion occurs