# Titel idee

Simulating ant colony behavior using influence maps and steering behaviors.

(probeer een mieren kolonie te simuleren met behulp van influence maps, steering behaviors en decision making).

Doe opzoekwerk naar mieren, influence maps, steering behaviors en decision making en plaats dat in uw read mee. Combineer ze en schrijf uw findings op. Het is ok als het niet 100% gelukt is, trek er uw conclusies uit. Voeg ook meer ants toe(fighter ants, eggs, enemies).

Zoek op wat beter Propagation manieren zijn, stel tabellen op die ze met elkaar vergelijken.

Zoek op hoe meerdere info in 1 map te combineren.

# Wat moeten de mieren kunnen?

Eten. Sterven. Beperkte leeftijd hebben

# Info die handig kan zijn:

* Situation Summary -- Influence maps do a great job of summarizing all the little details in the world and making them easy to understand at a glance. Who's in control of what area? Where are the borders between the territories? How much enemy presence is there in each area?
* Historical Statistics -- Beyond just storing information about the current situation, influence maps can also remember what happened for a certain period of time. Was this area being assaulted? How well did my previous attack go?
* Future Predictions -- An often ignored aspect of influence maps, they can also help predict the future. Using the map of the terrain, you can figure out where an enemy would go and how his influence would extend in the future.

# Bronnen:

chrome-extension://efaidnbmnnnibpcajpcglclefindmkaj/https://www.diva-portal.org/smash/get/diva2:1332110/FULLTEXT01.pdf

chrome-extension://efaidnbmnnnibpcajpcglclefindmkaj/https://www.gameaipro.com/GameAIPro2/GameAIPro2\_Chapter30\_Modular\_Tactical\_Influence\_Maps.pdf

<https://harrykent.games/game-ai/influence-mapping/>

<https://vimeo.com/23913640>

<https://www.gamedev.net/tutorials/programming/artificial-intelligence/the-core-mechanics-of-influence-mapping-r2799/>