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| Statyczne – bez ewolucji – na potrzeby testów poprawności symulacji | Ewolucja – znajdowanie stabilnego zbioru ewolucyjnego | Ewolucja + rozgrywka (cały eksperyment) |
| multipleAgentSets = false;  modelType = normal;  dataSource = SqlLite;  planNumber = 0;  numTasks = 20;\*  strategyDistribution = 0; | multipleAgentSets = false;  modelType = normal;  dataSource = SqlLite;  planNumber = [1..7];  numTasks = 20;\*  strategyDistribution = 1; | multipleAgentSets = false;  modelType = normal;  dataSource = SqlLite;  planNumber = [1..7];  numTasks = 20;\*  strategyDistribution = 1; |

\* - rule of thumb

|  |  |
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| Podstawowe testy poprawności | z poprzednimi danymi |
| multipleAgentSets = false;  modelType = Validation;  dataSource = AgentTestUniverse;  planNumber = 0;  strategyDistribution = 0; | multipleAgentSets = false;  modelType = Validation;  dataSource = Mockup;  planNumber = 0;  numTasks = 20;\*  strategyDistribution = 0; |