Instruction Button Interface

General Game Buttons

**Reset Button**

The button resets to a new game with a new population, specified and valid parameters.

**Menu Button**

The button will take you back to the main menu or introduction, where you can select which game you want to play again. It should be used if you want to experience another one of the games.

**Exit Button**

The exit button will terminate the program and close the GUI.

Game Functions Buttons

**Next Button**

The button will show the composition of the population at the next “x” iteration. It allows you to visually see how the population evolves over time as well as the number of altruists and egoists. (Default: x = 1)

**Previous Button**

The button will show the composition of the population at the previous “x” iteration. It allows you to visually see how the population evolves over time as well as the number of altruists and egoists. (Default: x = 1). If the previous does not exist, it will tell you.

**Equilibrium Button**

The button will display an integer that denotes the number of rounds it takes for the population to reach an equilibrium in the current game or in other words an absorbing set for the entire population.

**Absorbing Set Button**

The button will show how many “sub” absorbing sets within the absorbing set for the population at the equilibrium round itself.

Game Parameters Buttons

**Number of Individuals (N) Entry Box**

The entry box denotes the number of agents (houses) in the program. The maximum number is 30 and the minimum is 3. If any other value is inserted, you will have an error message until you fix it.

**Cost of Altruists (C) Entry Box**

The entry box allows the user to insert the cost of

**Prob. Following Rules** (**U) Entry Box**

The entry box is the percentage or likelihood that the algorithm will follow the rules that we have set up for it. At default U = 100% meaning that there are no chance of error.

**Game Composition Entry Box**

Mathieu write here