Interventions Tests Summary

To test the nature of interventions as implemented in our project, we wanted to analyze the impact interventions have on the evolution of the game. We developed a testing strategy to test the impact of interventions on the game (compared to no interventions), the variance introduced by interventions, and finally, the different impacts and variance of those impacts when altering the intervention settings. This strategy fixes the resource file and country file and varies the interventions file. The “MLD 0.5 ARQ 2” input case from part was chosen as the country file due to the variance in resource distributions used for that test case. The “Resources” input case, a file defined specifically for part 2, was chosen to represent the resources. Finally, we used 5 different files to represent different input scenarios. These are summarized in the table below.

|  |  |
| --- | --- |
| Name of Case/File | Notes |
| Interventions Off – No File | “Base Case” for comparison |
| Case 0 | Case 0 of Interventions |
| Case 1 | Case 0 + Added new intervention w/ fixed prob |
| Case 2 | Case 0 + Increased prob. chances |
| Case 3 | Case 2 + Increased Impacts |

The