Assessment 2 – Planning for drunks

This assessment is an agent based model (ABM) which aims to show where drunks walk when leaving a pub and trying to get home.

The file used for this project is a single 300x300 raster file which contains a point for the pub and points for each drunks home.

One issue encountered early in the assessment was the allocation of the pub and home points. After the raster file was converted into a 2D list, it was possible to loop through each row individually, meaning it was possible to identify which row had the values of interest in, but these values were also present in other rows so finding each value was time consuming. It is likely that there is a more time efficient way to do this but I was uncertain how to do it.