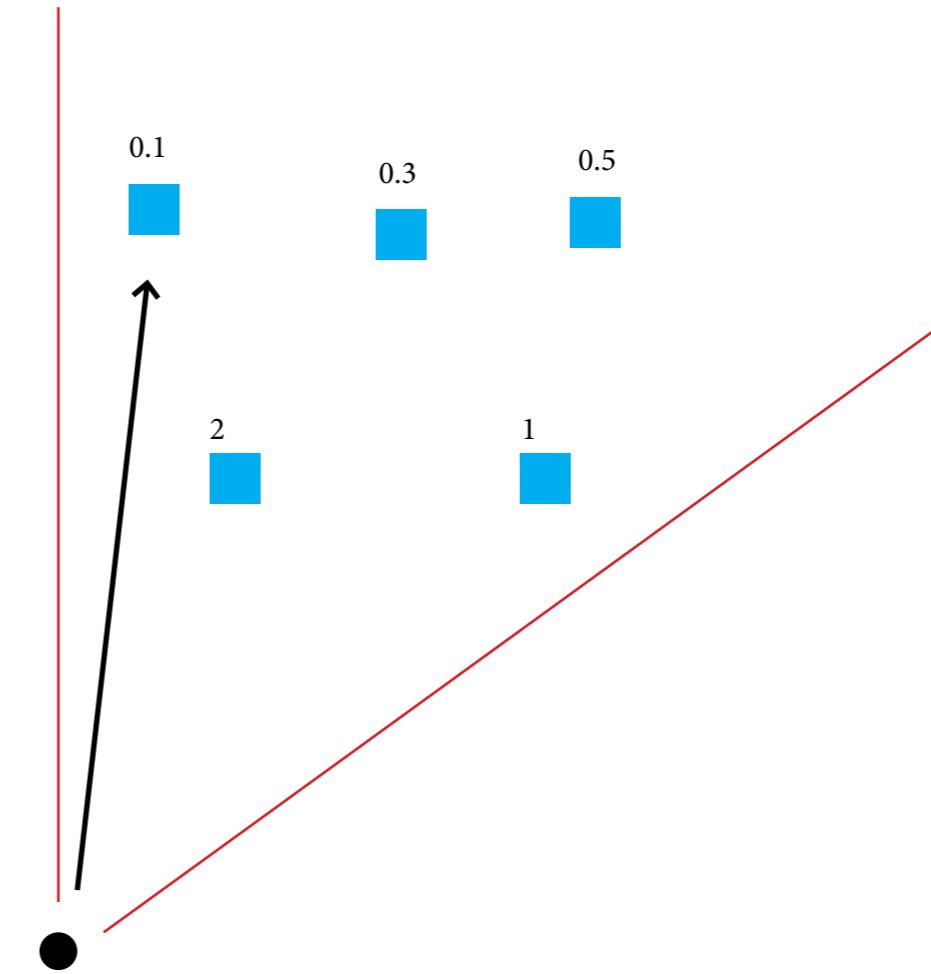
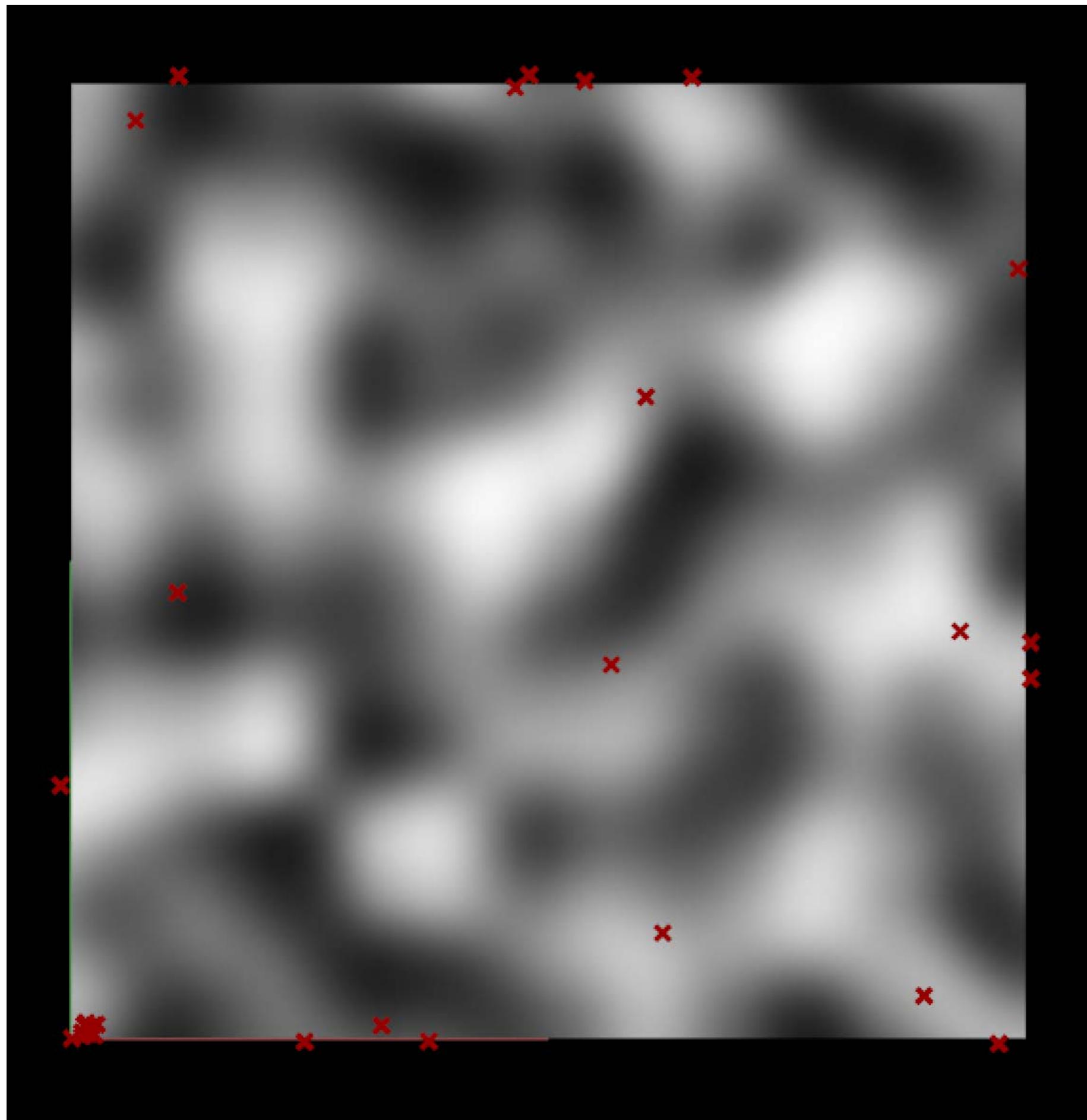


MULTI AGENT SYSTEM TERRITORIAL TAKEOVER



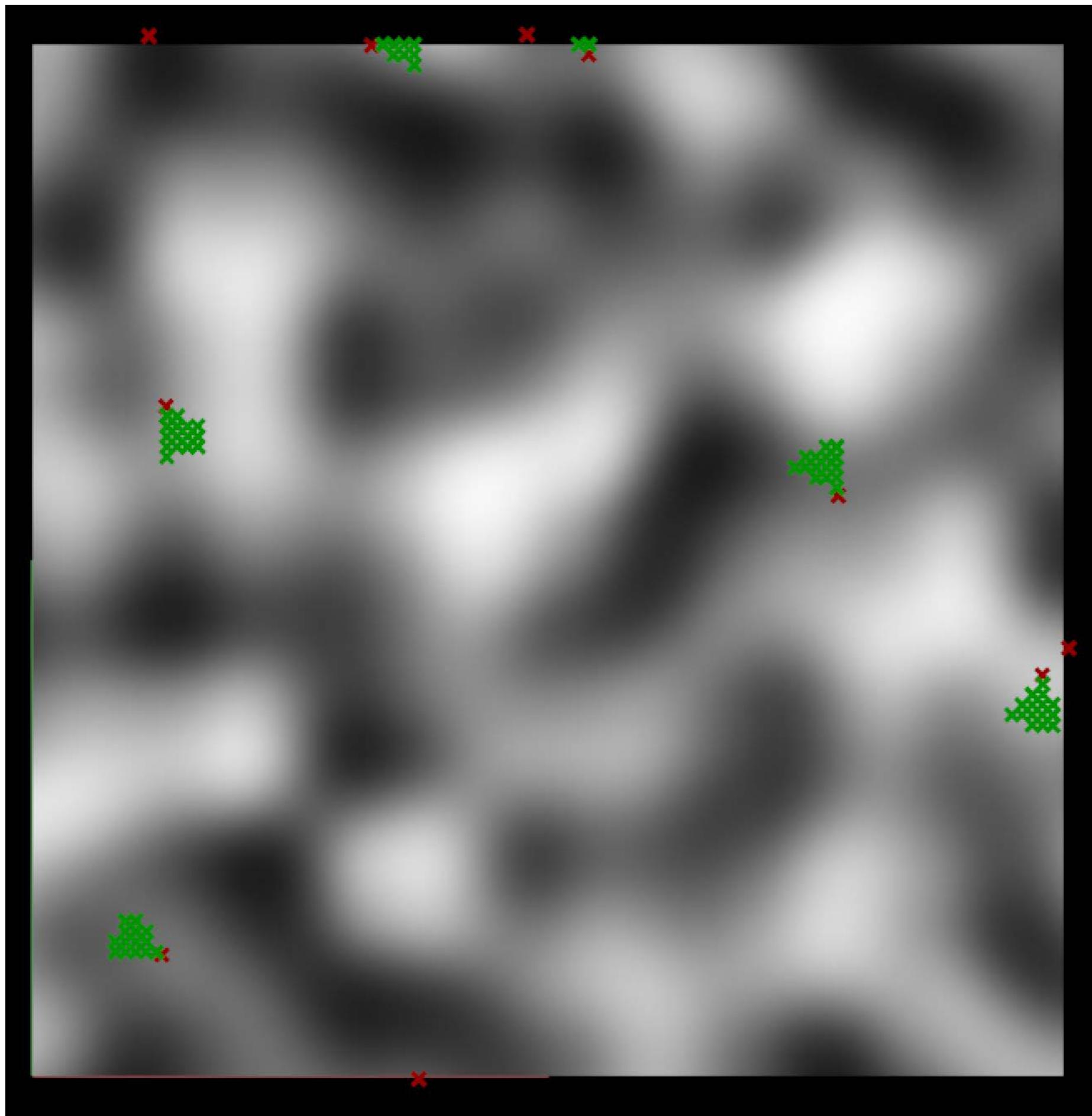
1. Scans the Environment for a range of values
2. Picks a desired value - lowest or highest
3. Obtain desired vector based on Value
4. Move towards direction
5. Changes Target Value
6. Repeat.



Values were given arbitrarily through a noise mesh function

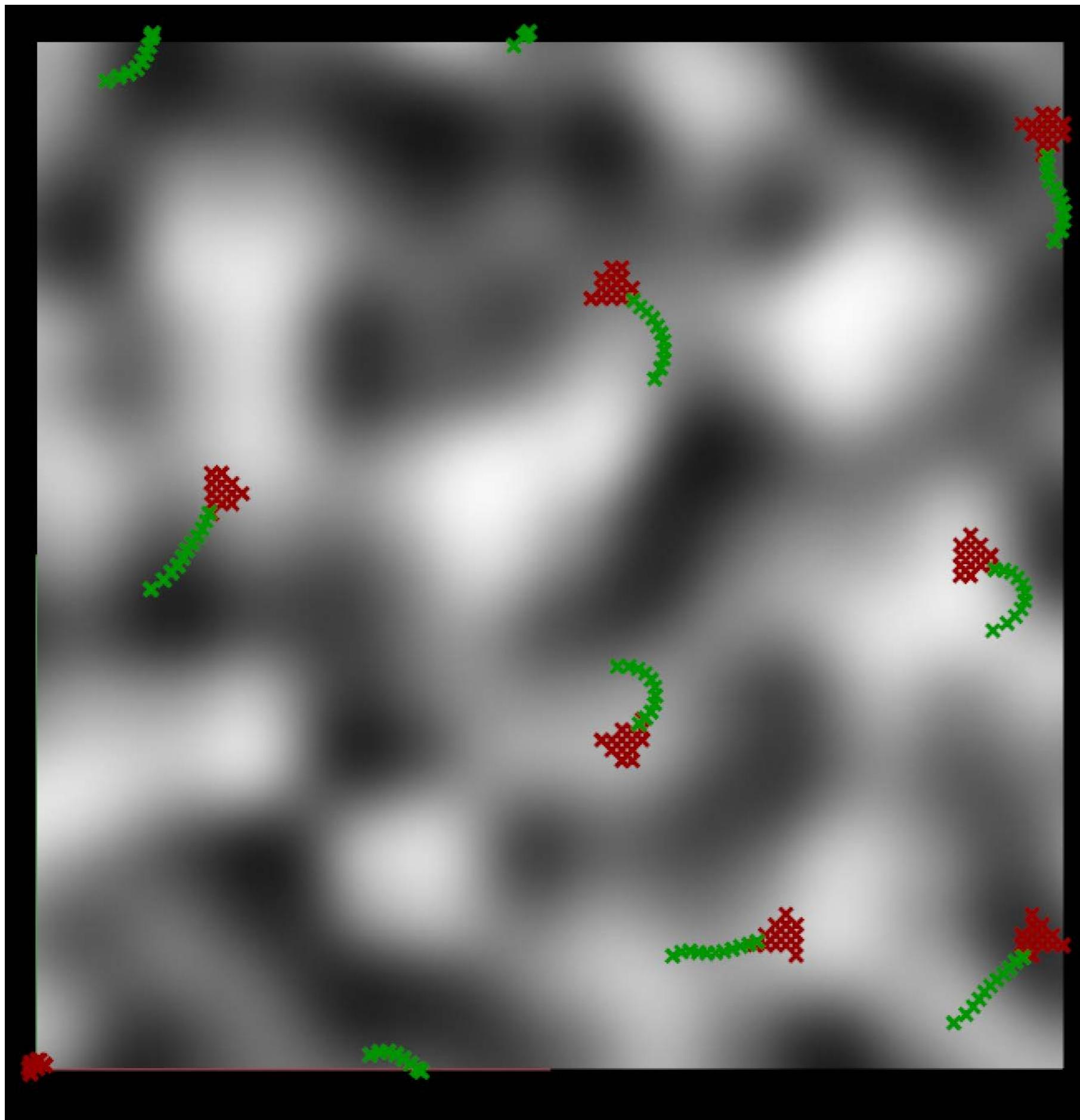
The colours were then read and acted as a base for colours

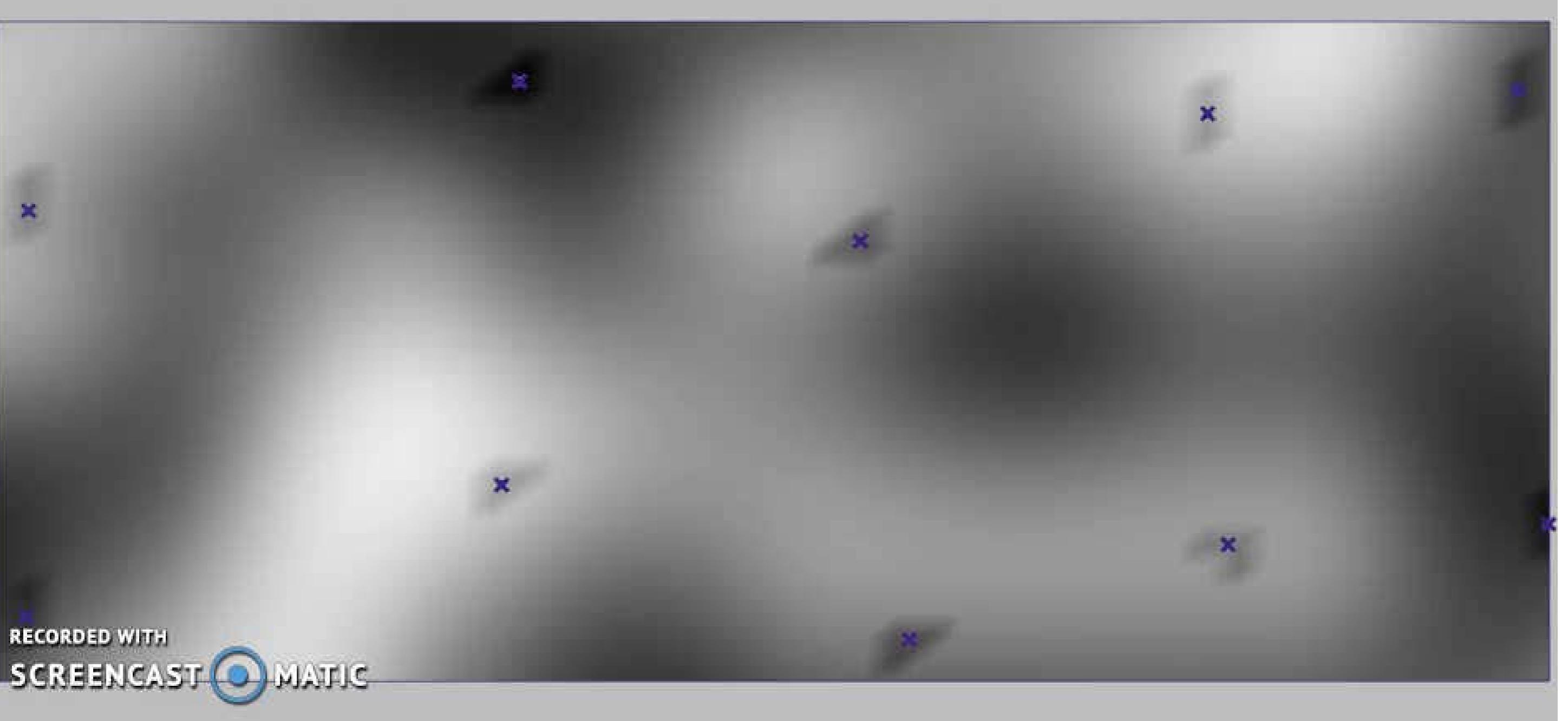
Agents were introduced on a small scale



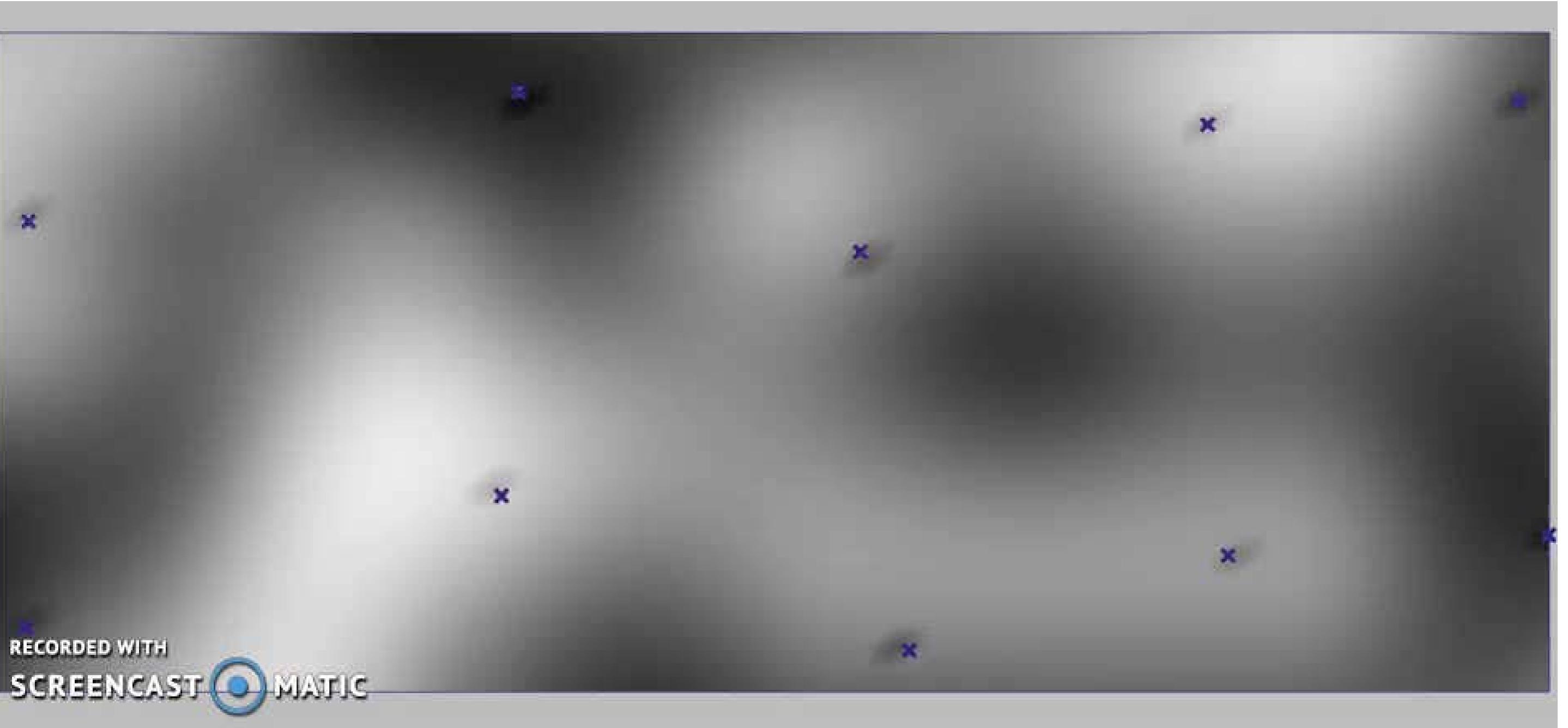
Each Agent was given a field of Vision to Sample

Simulation of Movement during Iterations



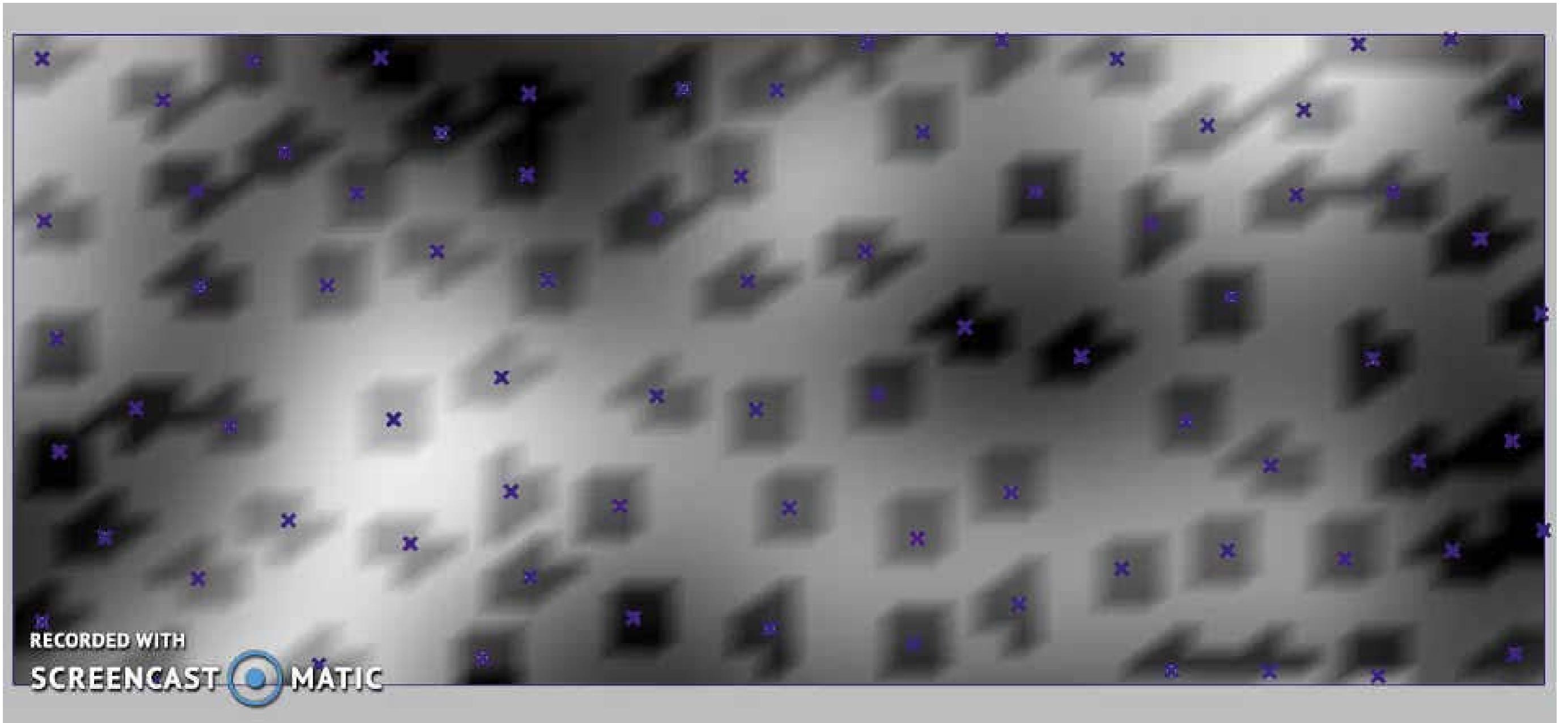


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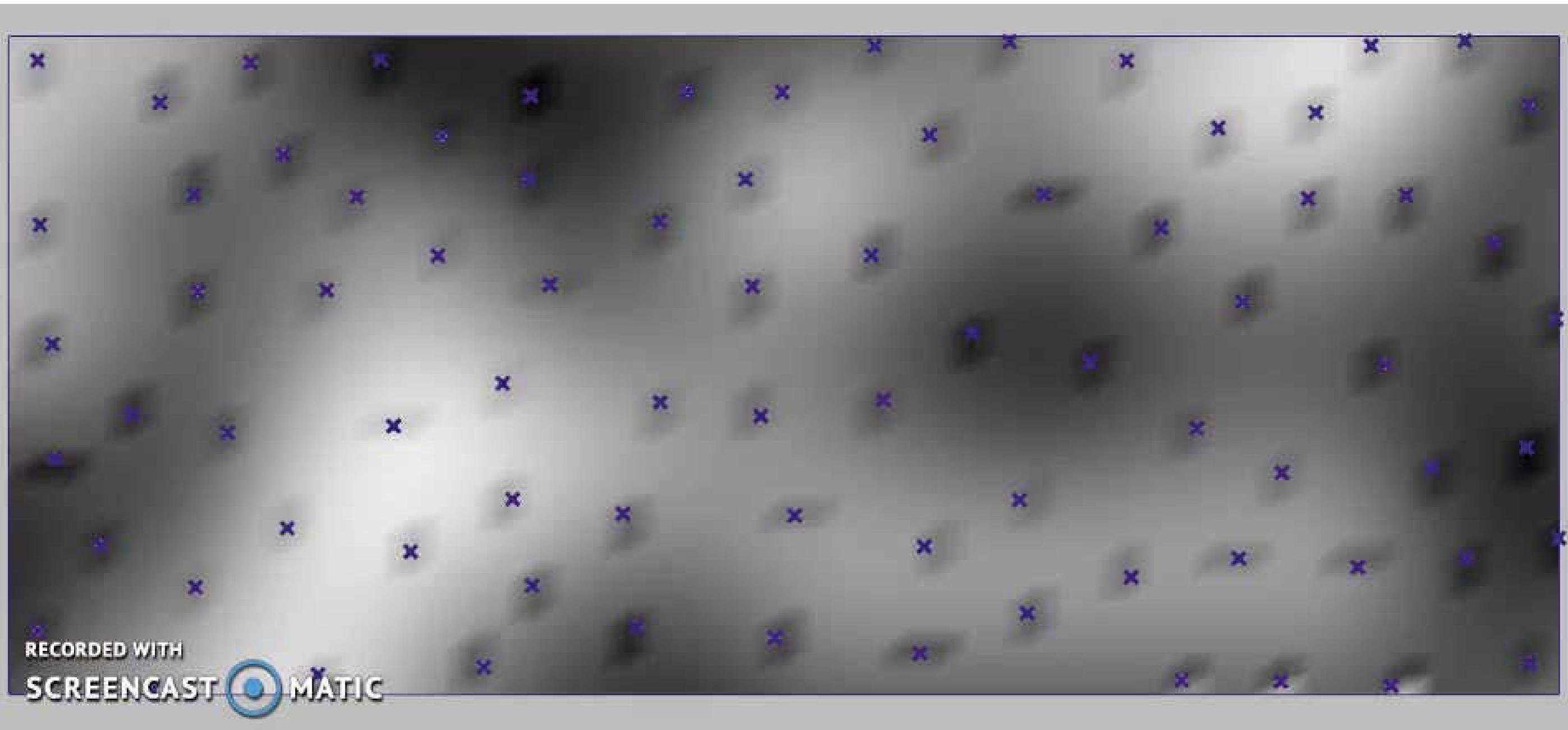




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