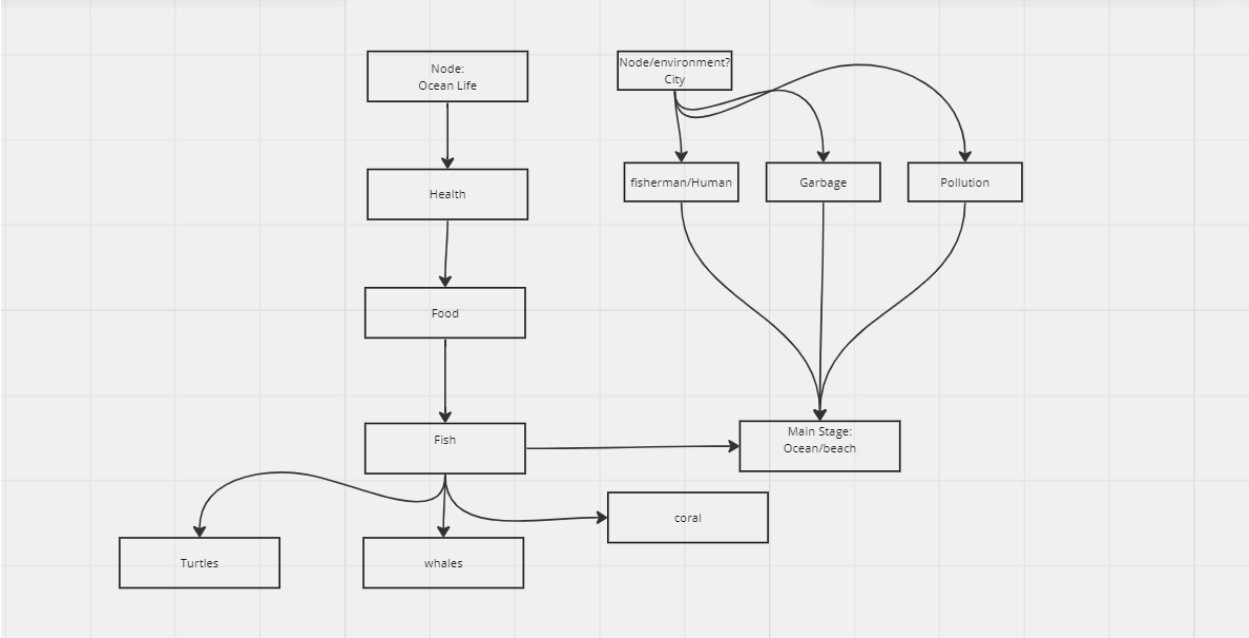
Notes:

- Human as Entity
- Fish as Entity
- Garbage as cell attribute
    - Enum for ground of water
    - Garbage count
- Regulation affect human behavior
    - Fish max
    - Cleanup?

This model should represent the relationship between fish population, fishing industry, and pollution. It should show how each system can directly, or indirectly, affect one another. Ideally it would demonstrate the benefits of regulation and the negatives of garbage.



Node Name	Description
Ocean Life	Holds and represents a sector within the body of water. Has a “health” attribute along with a fish count. Fish are referred to from a list that may update throughout the game.
Fish object	A generalized object that refers to a fish class. This can be adapted to represent different kinds of fish and may possibly hold some of the following attributes - Move speed - Food worth - Pollution tolerance
LandNode	This refers to a shoreline city node adjacent to the body of water. Holds onto the following attributes - Human population count - Garbage count - Pollution rate (How much garbage is generated?)
Shore Node	These are the cells that are between the land and sea nodes in which the game is primarily played on. It is where human agents will fish from and where garbage could go first before moving to the sea.

Overall we wish to connect this with urban development as humans play a huge role in the ecosystem of the ocean. This will test the health of the ocean and what we can improve on. Potential future testing is ocean migration, and how sharks and other marine species that migrate affect the towns.