ASSIGNMENT 5: ADDING GEOSPATIAL INFORMATION

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Introduction

This week's task was to introduce spatial information within GAMA's code. With this new type of information, now it's possible to develop simulation taking into account space and time, and how agents behave within it.

Methodology

To insert spatial information it was necessary to upload a geojson file, load it to the code, and set its geometry and boundary. After, setting the agents' area of action within the geometry area is fundamental to making the results achievable. Besides that, regular agents were created as well as reflexes and variables.

Results

As a result, it was possible to create several cows with their action radius, which enabled them to graze grass. Also, grass has the ability to grow since a cow doesn't eat it - and it is related to the biomass amount, which also updates as the cycle goes by.
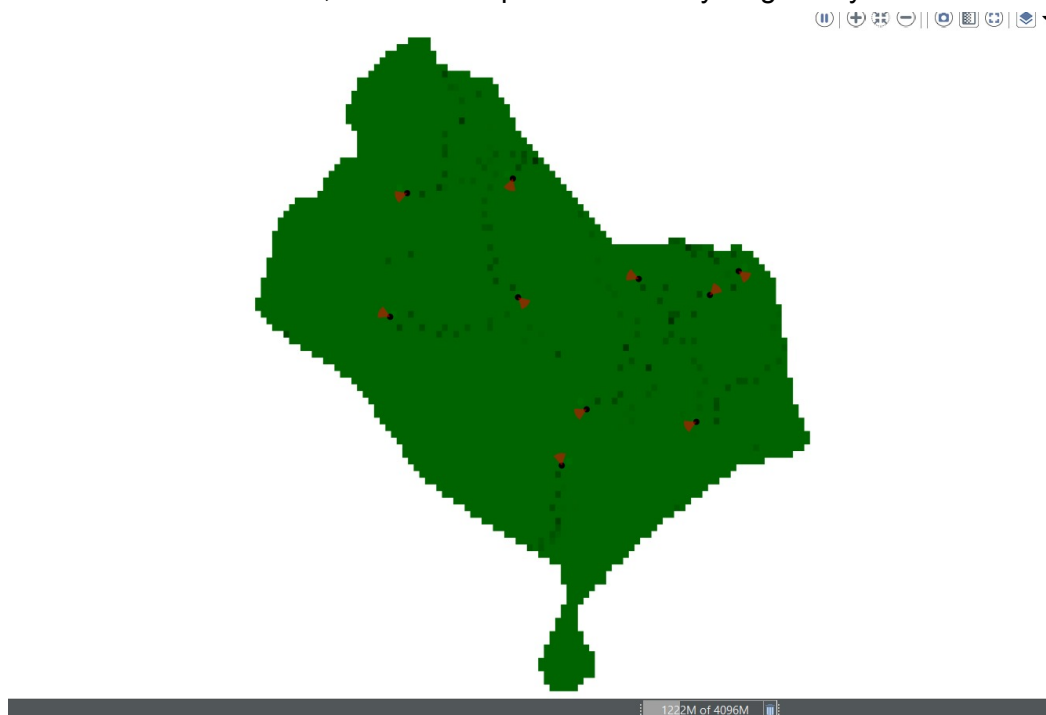
Discussion

The results were achieved for the desired result, however, it was quite challenging to create the spatial information due to the addition of new concepts. Despite creating the desired output, it feels there is a need of practicing more of this spatial information inside the code.