

ASSIGNMENT 6: ADDING CHARTS

Introduction

This week's code has the objective to introduce charts to our outputs, besides creating a more complex environment.

Methodology

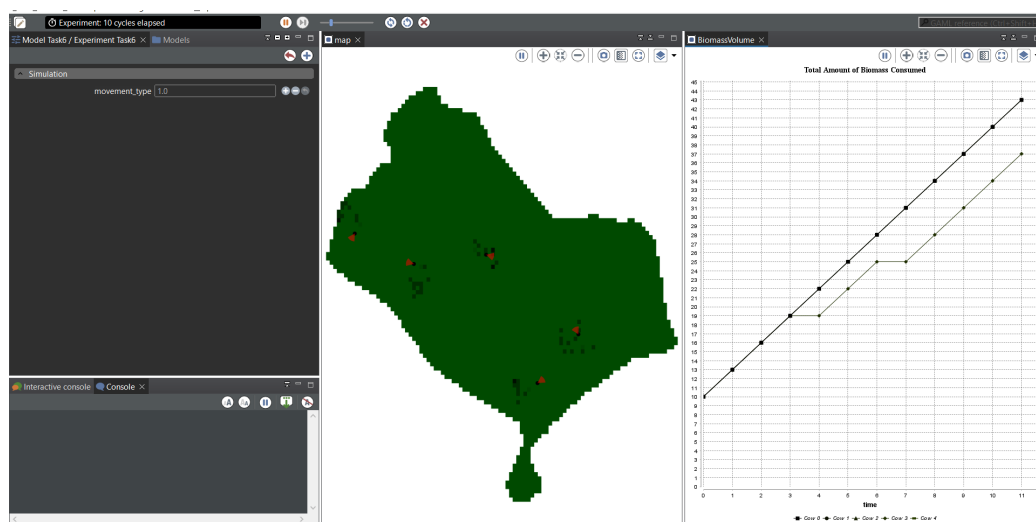
After Assignment 5 spatial components, now it was necessary to create charts with the display chart function by GAML. Besides that, more complex situations were generated, making the cows follow each other, move randomly, with specific direction or towards the place with most amount of grass.

For each of these 4 scenarios, it was expected that the 1st, 2nd and 4th the amount of consumed biomass (grass) would increase, meanwhile in the 3rd it would decrease - and only the main cow would eat more.

An option to change the scenario was set, so user don't need to change variables in the code - just change it in the console.

Results

From the 4 scenarios, it was only possible to reproduce the first three. In the 1st and 2nd the amount of biomass consumed kept on a rise, while in the 3rd only the main cow kept on a rise - the others didnt have enough to eat.



Discussion

This week's code was challenging and was the first not finished by the deadline. Despite creating the whole logic for the 4th scenario, all individuals kept on the same place. As a result, the amount of biomass intaken was constant. For next week, it is fundamental to understand what went wrong and how to solve it.