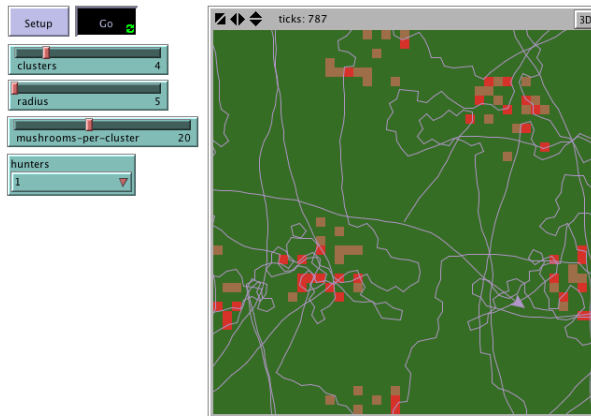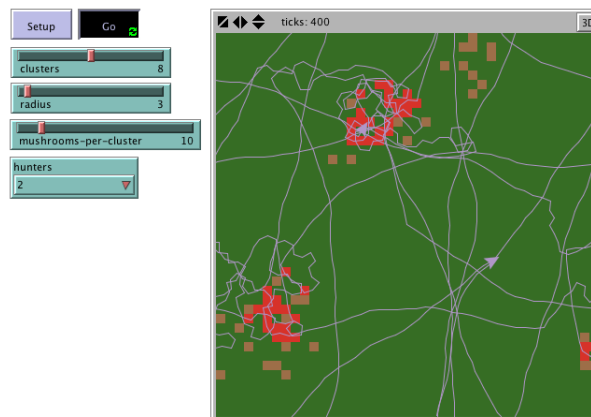*Steven Rosendahl*
Homework on NetLogo

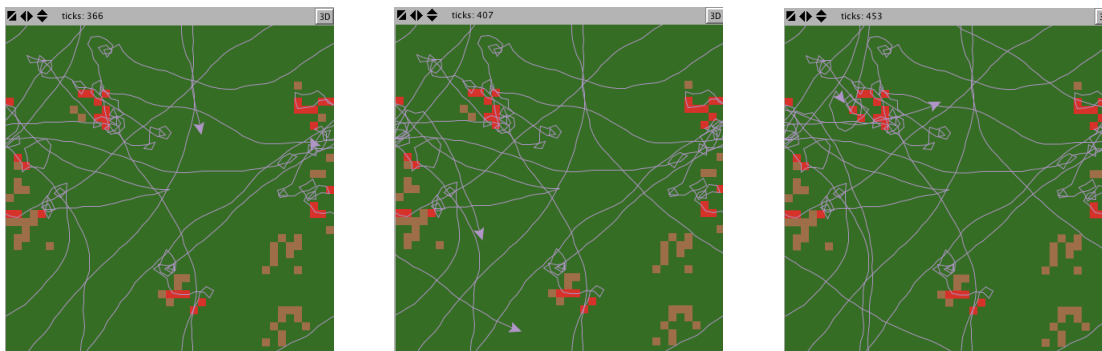1. Modeling with only one hunter rather than two.


```
;; Setup the mushroom hunters
;; hunters is a global variable determined by the
;; chooser
  crt hunters [
    set size 2
    set color violet + 2
    set time-since-last-found 999
    pen-down
  ]
```

2. Instead of 4 mushroom clusters that each have 20 mushrooms, have 8 clusters with 10 mushrooms per cluster. Increase the radius to only 3 patches.


```
;; mushrooms-per-cluster is a global determined
;; by the slider.
;;
;; radius is a global determined by a slider
ask n-of mushrooms-per-cluster
patches in-radius radius [
  set pcolor brown
]
```

3. If the hunter has not recently found a mushroom, it turn by a random angle between -45 and 45 degrees.


```
ifelse time-since-last-found <= 20
[right (random 181) - 45]
[right (random 21) - 10]
```