

Invariants:

- Height and width of space are never null and are always numbers larger than 0. They are never changed.
- People is a positive number, that is never null and that is never changed. It must always be smaller than the space capacity.
- Time is a positive number, that is never null and that is never changed.
- Timespace is a positive number, that is never changed.
- maskPer is a positive number between 0 and 100 that is never changed.
- immunePers is a positive number between 0 and 100 that is never changed.
- timeSpaceInfected is a positive number, that is never changed.
- maskProtection is a positive number between 0 and 100 that is never changed.
- Moving P is a positive number between 0 and 1 that is never changed.
- InfectingP is a positive number between 0 and 1 that is never changed.
- InfSpaceP is a positive number between 0 and 1 that is never changed.
- spaceInfHuman is a positive number between 0 and 1 that is never changed.
- More than one human cannot be in the same position at once.
- Immune humans cannot get sick, therefore they cannot infect others either.
- Number of borders must be a positive number.
- Borders must be positions at the edges of the grid.
- A human cannot move to a new grid if it is full.
- Humans only move once every minute.
- If area A borders area B, then area B must border area A.

