

Project Description

- We have designed a simulation which illustrates how a virus spreads within a network of people. Interactions happen via collisions, which is ultimately how infected people pass on the virus.
- There are three states: Healthy (grey), recovered (green) and sick(red). Sick people can infect healthy people (recovered people are immune). A counter and a bar depict the number of people in each state throughout the simulation.
- As in the real world a number of variables determine how fast a virus spreads. The user will be able to change some of these and their effect will become apparent after the simulation is completed (see "Simulation Instructions" for further detail).
 - There is randomness in our design, so the user is encouraged to run the simulation several times without changing any variables to obtain an unbiased result.

Simulation Instructions

- Please refer to the output window (CPUlator) for instructions.

Attribution Table

	Sam	Sondre
Structures and Environment (Major Component)	50%	50%
Banner, borders, count, graph (Major Component)	100%	0%
Collisions (Major Component)	0%	100%
Timer	100%	0%
Mobile Boundary and SW Inputs	0%	100%
Other Inputs	0	100%
Initialization of Values	65%	35%
Draw/Erase boxes etc.	50%	50%
Overall Project Contribution	50%	50%

Sam worked mostly on updating the data pertaining to the simulation while Sondre focused on the physical aspects and user input. Both team members contributed to the final design throughout the project period and any progress made by one member was quickly communicated to the other. We believe each member contributed equally.

SIGN:

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Date:	04/09/2020

Name:	Samuel Zheng
Date:	04/09/2020