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NAME OF THE PROJECT

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# 1. SIMULATOR ARCHITECTURE

Describe the general architecture of the simulator

# 2. ENVIONMENT IMPLEMENTATION

## 2.1. Environment OBJECTS

Describe (UML class diagram) the objects in the environment.

## 2.2. Environment Structure

Describe (UML class diagram) the overall structure of the environment.

## 2.3. Environment Dynamics

Describe (algorithms) the endogenous dynamics of the environment, if applicable.

## 2.4. Agent Perception

Describe (algorithms) the mechanisms for computing the perception of each agent.

## 2.5. Agent Actions or Influences

Describe (algorithms) the mechanisms for applying into the environment the actions that are provided by each agent.

# 4. Agent Behaviors

Describe (UML class diagram, UML sequence diagram, algorithms) the behaviors of the agents, and the interactions among the agents.

# 5. User Interface

Extend the description of the user interface from the requirement document in order to provide a complete guide to the user in order to use your simulator.

# 6. Simulation Results

For each of the measurable indicators that are defined into the requirement document, provide the measured results from your simulator.