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**Agent behavior**

At present, the gatherers work to collect food from random locations on the map. If they do not have food in their possession, they go find it. If they have food, they look for a large collection of food nearby in which to put their food. Every 500 ticks, the gatherers’ energy decreases. When their energy dips below a certain threshold, they consume some of their gathered food. If energy reaches 0, they die.

**System behavior**

Food (yellow patches) regenerates every 5000 ticks.

**Rationale for agent rules**

The gatherer agents need to fulfill their roles as gatherers. Implementing these rules keeps them gathering constantly until there are no uncollected pieces of food. Their food is plant-based, so it must regrow, and can be eaten into extinction. Without food, they must die, since I am modeling humanoid behavior.

**Next steps**

* Implement second tribe
* Implement hunting and prey