


Cellular Automata: Infectious Disease

Quaranteam - Design Changes

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List of Design Changes

- Got rid of sign in functionality
 - Group and Instructor decided this was out of scope for the semester
 - Changed color palette (blue and green to blue and orange)
 - Adjusted colors to account for color blindness
 - Added save progress button
 - Ability to download progress mid game is desired by scientists
 - Removed Manual Player Options
 - Group and Instructor decided this was out of scope
 - Added Days Simulated Tracker
 - Number of days simulated is a nice metric to see live
 - Added Game Speed functionality to change to speed of sim
 - Nice to have feature that allows users to have more control of sim
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Cellular Automata

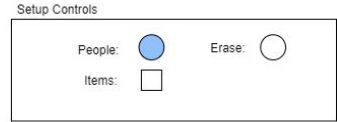
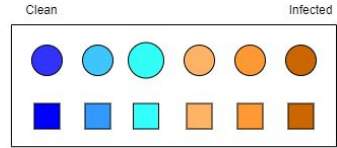
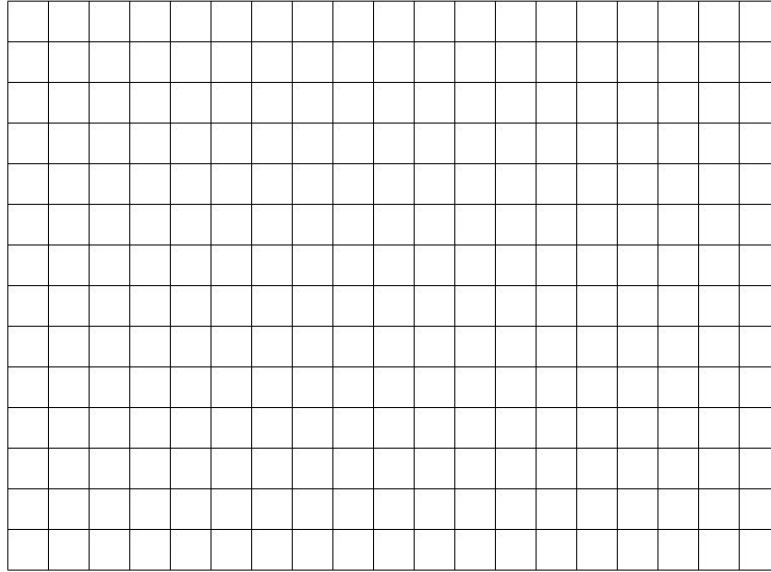
Infectious Disease Simulation

About

Go To Game

Placeholder Tutorial Text here. Cats making all the muffins see brother cat receive pets, attack out of jealousy claws in your leg. Give attitude loves cheeseburgers yet soft kitty warm kitty little ball of furr run around the house at 4 in the morning yet reward the chosen human with a slow blink stand with legs in litter box, but poop outside i rule on my back you rub my tummy i bite you hard. Brown cats with pink ears fall asleep on the washing machine pet me pet me pet me pet me, bite, scratch, why are you petting me for dont wait for the storm to pass, dance in the rain or meow meow you are my owner so here is a dead bird. Hide head under blanket so no one can see russian blue or chew on cable. Jump around on couch, meow constantly until given food, touch water with paw then recoil in horror.

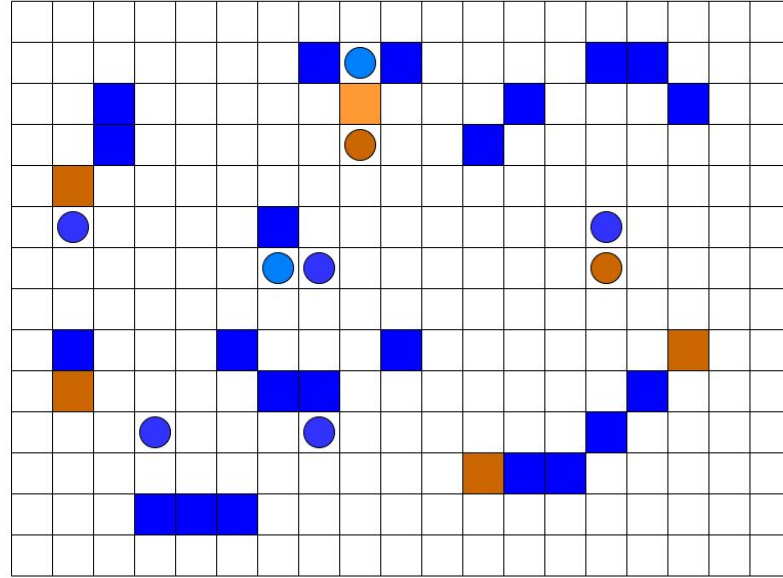
Cellular Automata: Infectious Disease Simulation



Grid Size	<input type="text" value="19"/> x <input type="text" value="14"/>	Item Contamination Period	<input type="text" value="2"/>	<input type="button" value="Run Simulation"/>
Days Simulated	<input type="text" value="5"/>	Masks	<input checked="" type="radio"/> On <input type="radio"/> Off	<input type="button" value="End Simulation"/>
Viral Amount to Catch Illness	<input type="text" value="100"/>	Sanitization	<input checked="" type="radio"/> On <input type="radio"/> Off	<input type="button" value="Save Simulation"/>
Infected Period	<input type="text" value="10"/>	Death	<input type="radio"/> On <input checked="" type="radio"/> Off	<input type="button" value="Help Simulation"/>
Viral Amount Production	<input type="text" value="50"/>			

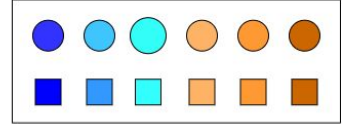


Cellular Automata: Infectious Disease Simulation

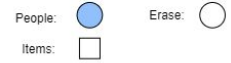


Days Simulated: 4

Clean Infected



Setup Controls

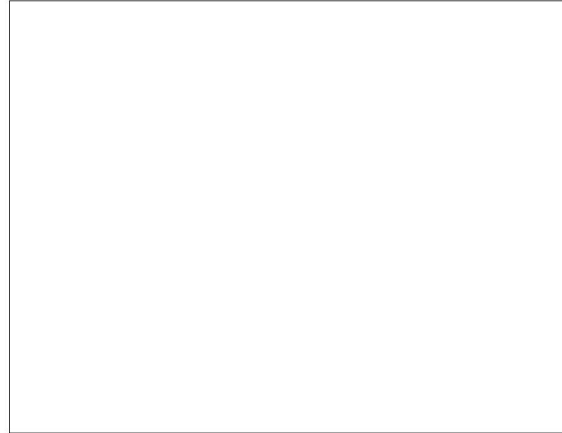


Grid Size	<input type="text" value="19"/> x <input type="text" value="14"/>	Item Contamination Period	<input type="text" value="2"/>	<input type="button" value="Pause Simulation"/>
Days Simulated	<input type="text" value="5"/>	Masks	<input checked="" type="radio"/> On <input type="radio"/> Off	<input type="button" value="End Simulation"/>
Viral Amount to Catch Illness	<input type="text" value="100"/>	Sanitization	<input checked="" type="radio"/> On <input type="radio"/> Off	<input type="button" value="Save Simulation"/>
Infected Period	<input type="text" value="10"/>	Death	<input type="radio"/> On <input checked="" type="radio"/> Off	<input type="button" value="Help Simulation"/>
Viral Amount Production	<input type="text" value="50"/>			

* -words inside of "" are not a part of the page-

Results:

<Charts showing results post-simulation>



Download your Results (PDF):

Download

Configure a New Simulation:

Start