

Anatomy of a Project

Project Folder

An AgentSheets project is a collection of agent information files (gallery, worksheets, behavior files, simulation properties) and documentation files (readme file and documentation folder) saved in a folder. Drag the project folder on the application to open the project.

Agent Information

Gallery

File containing the depictions of agents used in the simulation. Double click it to open the project without worksheets.

Worksheet

File containing a simulation world. Double click to open.

Agent Behavior

File containing the behavior of an agent.

Simulation Properties

File containing the global Simulation Properties

Documentation

Documentation Folder

Folder containing documentation about the project. Create a "documentation" folder if you require documentation with complex content (HTML files with stylesheets, images, videos etc.).

If you turn your simulation into a Java applet, Ristretto™ will copy this folder to the applet folder.

The "documentation" folder can contain an "Introduction.txt" file with one or two sentences briefly describing the project. If present, this text is included as an introduction in the web page

Readme

File describing the project. It should be an HTML file called "readme.html". Create such a file to describe what the simulation is about and how to use it. AgentSheets prompts you to open this file when the project is opening.

If you turn your simulation into a Java applet, Ristretto™ will copy this file to the applet folder and will make a "More Information" link to it.

