

Anatomy of a Project

Project Folder

An AgentSheets project is a collection of agent information files (project file, worksheets, behavior files, simulation properties), artwork (worksheet backgrounds and agent depictions), and documentation files (readme file and documentation folder) saved in a folder.

Agent Information

Project File

File containing the specification of the project, including the name, agent and depiction definitions etc.

Agent Behavior

File containing the behavior of an agent.

Worksheet

File containing a simulation world; how your agents are visualized and organized in the world.

Simulation Properties

File containing the global parameters of the simulation.

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.

Readme

File describing the project. It can be an HTML file called "readme.html" or a plain text file called "readme.txt". Create such a file to describe what the simulation is about and how to use it. If it exists, AgentSheets opens this file when the project opens.

Artwork

Backgrounds Folder

Folder containing background images that can be loaded in a worksheet.

Agent Depiction

Image file containing the depiction of an agent.

