Corona Sim - [Corona Sim](#corona-sim)

Main Goal Our main goal is to write a webapp, which validates and explaines different coutermeasures against covid-19 by gamification.

Current Work - Research

1. what tools are useful for doing such a simulator
2. impact countermeasures have on people
3. how infectious outbreaks can be modelled
4. etc.

- Course of action. - Setup repository for version control and project management. - Designed [the specification](https://gitlab.com/labprepare/coronasim/coronasim/-/wikis/Design) for the simulator. - We started working on a first prototype and a automation for testing our code and building a release file(CI/CD system). - The current status is available on https://gitlab.com/labprepare/coronasim/coronasim/-/tree/develop ## Main Resources ### Godot - Godot Project Page: https://godotengine.org/ - Documentation: https://docs.godotengine.org/en/stable/ - Pathfinding in a Tilemap: https://godotengine.org/qa/1790/how-to-implement-pathfinding-with-a-tilemap

Model - Networksscience with focus on epidemics: http://networksciencebook.com/chapter/10#introduction10

Further Reading ### Paper - [Wirksamkeit nicht-pharmazeutischer Interventionen](https://gitlab.com/labprepare/coronasim/coronasim/uploads/e0ff2f07d5cb1884f5bf2e2138c5be96/Rapid-Review-NPIs.pdf)

Other Simulations - https://github.com/cool-RR/grid_royale - 3Blue1Brown Simulations:

1. https://www.youtube.com/watch?v=gxAaO2rsdIs
2. https://www.youtube.com/watch?v=Kas0tIxDvrg

- https://player.vimeo.com/video/6590604 - https://covid-simulator.com/ - Gleamviz predict the future based on real world data: http://www.gleamviz.org/ - [TU COMA Homework](https://gitlab.com/labprepare/coronasim/coronasim/uploads/87e36b42135c0d2955f6d7b61826a9bd/Projekt.pdf) - https://isis.tu-berlin.de/course/view.php?id=18850

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