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

1. 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.
2. Course of action.
3. Setup repository for version control and project management.
4. Designed [the specification](https://gitlab.com/labprepare/coronasim/coronasim/-/wikis/Design) for the simulator.
5. We started working on a first prototype and a automation for testing our code and building a release file(CI/CD system).
6. The current status is available on https://gitlab.com/labprepare/coronasim/coronasim/-/tree/develop

Main Resources ### Godot

1. Godot Project Page: https://godotengine.org/
2. Documentation: https://docs.godotengine.org/en/stable/
3. Pathfinding in a Tilemap: https://godotengine.org/qa/1790/how-to-implement-pathfinding-with-a-tilemap

Model

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

Further Reading ### Paper

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

Other Simulations

1. https://github.com/cool-RR/grid_royale
2. 3Blue1Brown Simulations:

1. https://www.youtube.com/watch?v=gxAaO2rsdIs
2. https://www.youtube.com/watch?v=Kas0tlxDvrg
3. https://player.vimeo.com/video/6590604
4. https://covid-simulator.com/
5. Gleamviz predict the future based on real world data: http://www.gleamviz.org/
6. [TU COMA Homework](https://gitlab.com/labprepare/coronasim/coronasim/uploads/87e36b42135c0d2955f6d7b61826a9bd/Projekt.pdf)
7. https://isis.tu-berlin.de/course/view.php?id=18850

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