Camps and Agents Operations

**Alliance Choice**
- Social
- Resources

- Every day:
  - Feed occupants (A+3C)

- Every week, evaluate resources left to feed occupants for 2 weeks
  - No
  - Already has visitors?
    - No
    - Already has allies?
      - No
      - Send agents
        - Evaluate all camps?
          - Yes
          - Walk to another camp when reach camp
            - Evaluate reached camp
              - Enough resources for occupants + one family?
                - Yes
                - Located in a different biome?
                  - Yes
                  - Create alliance between origin and evaluated camp
                    - Go back to original camp
                  - No
                  - Move to highest patch in territory
                    - Winter?
                      - Yes
                        - Move to lowest patch in territory
                      - No
                        - Move to highest patch in territory
        - No
        - Send one agent and its camper to an allied camp
          - Increase the link counter by 1
  - Yes
    - Send visitors away? (based on $p$ probability)
      - Yes
      - Send visitors back to their original camp
        - Walk to another camp when reach camp
          - Create alliance between origin and reached camp
            - Go back to original camp
              - Yes
              - One agent back in camp?
                - Yes
                - Send agents
                  - Every tick
                    - Send agent? (based on $p$ probability)
                      - Yes
                      - Send agents
