

Group Project, Project D: Networked Agents and Public Goods Games (PGGs)

Outline. You work in a research team for a financial institution. Your supervisor asks your team to examine how a specific cost affects cooperation (or the lack thereof) in a network. More specifically, your team is assigned to model/explore agent-agent interactions across network topologies (including potential cascading failures) and use your model to represent specific real-case examples.

Resources:

- Textbook: [Core Java Volume I](#).

Requirements - You will:

1. Read the paper [Cascading failures and the emergence of cooperation in](#) evolutionary-game based models of social and economical networks.
 - Implement a version of the PGG as described in the paper.
 - Use the ACM Rep (Conference on Reproducibility and Replicability) as guidance: you will act as if you intended to submit this work to the [ACM Rep 2025](#).
2. Technologies:
 - a) You will use the Java programming language.
 - **You will launch the “Driver” right away and keep it updated.**
 - The code must be modularized and
 - [Avoid Creating Objects or Performing Operations That May Not Be Used](#)
 - [Reuse Objects Instead of Creating New Ones If Possible](#)
 - Your code must be as generalizable as possible, modular, well-documented, and follow all the Java programming best practices.
 - b) Use [Amazon Q Developer for GitHub](#)
 - c) And **GraphStream** to visualize your networks.
3. Once you have implemented and tested your code, you will run various experiments to collect data, show, and discuss your results.
 - You will create reports to show/discuss your results
 - Use <https://graphstream-project.org/> to visualize your simulations.

MAKE sure always to acknowledge the inspiration paper and all resources used to build this work!