Fashionista phill High Level Design (HLD) Document

1. **Introduction**

   Fashionista Phil is devoted to the world of non-hipster fashion and wants to understand color trends within the fashion world. He has hired you and your programmer to build a model that will simulate (not predict) color trends for a ten-year period or longer. He wants to see a nice graph that represents each color's rise or fall. Phil also wants to be able to stop the model at anytime and be able to see a color trending.

2. **Subject Matter Experts Agreement List**

Name	Title/Role	Mandatory Reviewer (Y/N)	Approved
Apprentice name	Developer	Y	
Phil List	Supervisor	Y	
Eric Horton	Intern-apprentice wrangler	Y	
Mentor	Mentor	Y	

3. **Requirements**

   Fashionista Phil wants you to create a world of 'x' number of people who at the start of the model will be assigned a random color and a random percentage to resist change. Each person will move around the world randomly. When two people meet they will assess each other. **When two people meet one of three things will happen.**

1. Person 1 adopts Person 2's color.
2. Person 2 adopts Person 1's color.
3. Nothing

Variables you need to change☹
-changed the variables using agentsheet
How many people of each color there are

Variables to change(Changed by the developer)
-World size
-Number of people
-Number of stores

○ From the beginning the people are started out by moving randomly around the world. When Person X and Person Y meet each other, then each person adopts the other person's color depending on the resistance percentage.

Create an agentsheets model showing the interactions of agents which exhibit the following behaviors:

■ Person 1
● Adopts Person 2's color if Person 2's resistance percentage of resistance is very low
● Moves randomly in the world

Timeline

This is due within five days of receipt of the task (that would be Friday, June 16th for those receiving this Monday, June 20th). It is better to complete this sooner, so that you can begin implementing an HLD that one of your classmates has written.

4. Desired Behavior / Components

Example: Person 1 and Person 2

    a. Wanders around in the world
    b. If Person 1 is within 5 blocks of Person 2, then Person 1 and Person 2 meet each other.
    c. If Person 1 has a resistance percentage greater than 60% then Person 1 will not adopt Person 2's color.
    d. The same procedure happens for Person 2 depending on Person 2's resistance percentage. This allows both people to swap colors.
    e. If resistance percentage is high for Person 1, then Person 1 will leave Person 2 and wander around.
    f. If the resistance percentage is low for Person 2, then Person 2 will adopt Person 1's color while Person 1 is leaving.

Keep in mind as more and more people wear color 'y', the color will start trending (becoming popular). As the popularity of color 'y' trends upward, the more influence the color has when two people meet. At some point the trend will become popular where more than 75% of people are wearing it and people will start looking for a new color.

5. Conclusion

The goal is this activity is to simulate a color trends for ten-year period. You will have to create a world with 'x' number of people along with a graph that represents each color trend and its rise or fall. The fashionista wants to be able to stop the model at anytime and see a color trending.