



Agents

Turtle | Everyone | The World

create (s) (5)
do
delete
delete everyone
delete agent
scatter
scatter everyone
take camera
me
my parent

drag to select
Copy | Cut | Paste

```
while forever toggled
  call wiggle
  if my color = color magenta
    set my infection time to my infection time - 1
  if my infection time <= 0
    delete
  if terrain color = my territory color
    set my heading to my heading + 100
  forward 1

on collision with Turtle
  do
    if color = color magenta
      if random 100 <= ?? slider value
        set my color to color magenta
```

```
procedure wiggle
  add parameter
  forward 1
  left by random 10 degs
  right by random 10 degs
  return nothing
```

Test