

: PersonMoveEvent

1: execute() : List<Event>

1.1: find moore locations around person

1.2: determine best target (potential of location and influence of all surrounding persons)

alt

[target equals current location]

2: next move in $\text{getCellSize()} / \text{person.getVelocity}()$

3: put person on target location

4: next move in $\text{Locations.distance}(\text{locationOfPerson}, \text{bestTarget}) * \text{getCellSize}()$