state.scenario AttributesAgent Topography - attributes: AttributeTopography - obstacles: List<Obstacles> - sources: List<Source> - targets: LinkedList<Target> AttributesHorse - teleporter: Teleporter - height: double - pedestrians: - width: double DynamicElementContain - direction: Vector2D er<Pedestrian> - horses: DynamicElementContain er<Horse> - attributesCar: attributesCar - boundaryObstacles: List<Obstacle> - stairs: List<Stairs>