

No of locations: 7

Threshold: 60

No of supply centers: 2

Capacity of Large vehicle:40

No of large vehicles at the supply centres: 1

No of small vehicles at supply centres: 3

loc 1: (15,14) resources: 30 large vehicles: 0 small vehicle: 1

loc 2: (10,18) resources: 30 large vehicles: 0 small vehicle: 1

loc 3: (6,9) resources: 40 large vehicles: 0 small vehicles: 0

loc 4: (10,2) resources: 30 large vehicles: 0 small vehicles: 0

loc 5: (5,16) resources: 30 large vehicles: 0 small vehicles: 0

loc 6: (19,20) resources: 80 large vehicles: 0 small vehicle_9: 1

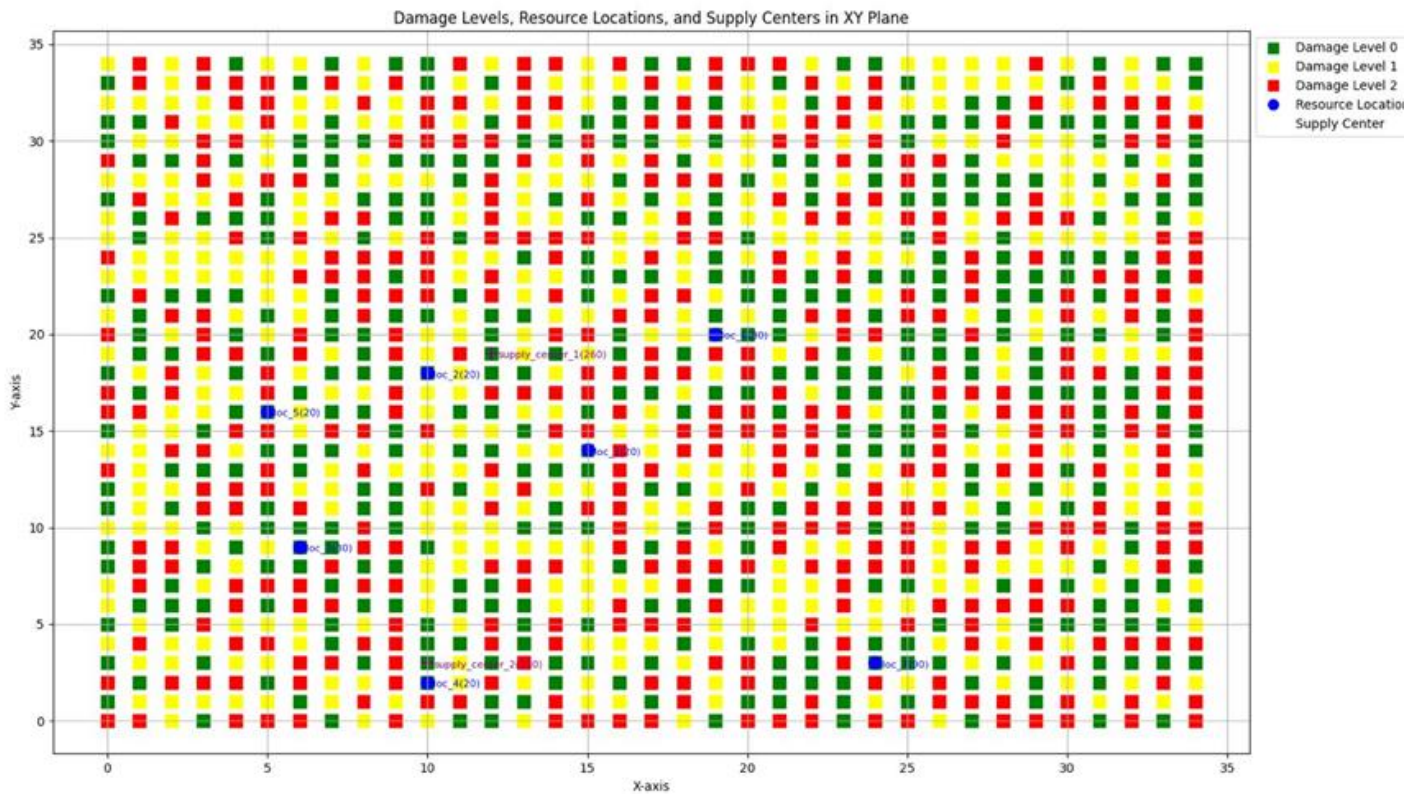
loc 7: (24,3) resources: 90 large vehicles: 0 small vehicles: 0

supply 1: (12,19) resources: 260

supply 2: (10,3) resources: 130

X:10

Plot of damage levels at each point



Assumptions:

supply 1: (S1,S2,S3,L1)

supply 2: (S4,S5,S6,L2)

loc 1: (S7)

loc 2: (S8)

loc 6: (S9)

Output:

S1:(12,19)(s,(10,18,20))->(12,18)->(11,18)->(10,18)(d)

S2:(12,19),(s,(10,18,20))->(12,18)->(11,18)->(10,18)(d)

S3:(12,19),(s,(15,14,20))->(12,18)->(11,18)->(11,17)->(11,16)->(11,15)->(11,14)->(12,14)->(13,14)->(14,14)->(15,14)(d)

S7:(15, 14)->(14, 14)->(13, 14)->(12, 14)->(11, 14)->(11, 15)->(11, 16)->(11, 17)->(11, 18)->(12,18)->(12,19),(s,(15,14),20)->(12,18)->(11,18)->(11,17)->(11,16)->(11,15)->(11,14)->(12,14)->(13,14)->(14,14)->(15,14)(d)

S4:(10,3),(s,(6,9,20))->(10,4))->(10,5))->(10,6))->(10,7))->(10,8))->(10,9))->(10,10))->(10,11))->(9,11))->(8,11))->(7,11))->(7,10))->(7,9))->(6,9)(d)

S5:(10,3),(s,(6,9,20))->(10,4))->(10,5))->(10,6))->(10,7))->(10,8))->(10,9))->(10,10))->(10,11))->(9,11))->(8,11))->(7,11))->(7,10))->(7,9))->(6,9)(d,s,(5,16),10))->(7,9))->(7,10))->(7,11))->(7,12))->(7,13))->(6,13))->(6,14))->(6,15))->(6,16))->(5,16)(d)

S6:(10,3),(s,(5,16,20))->(10,4))->(10,5))->(10,6))->(10,7))->(10,8))->(10,9))->(10,10))->(10,11))->(9,11))->(8,11))->(7,11))->(7,12))->(7,13))->(6,13))->(6,14))->(6,15))->(6,16))->(5,16)(d)

L2 :(10,3),(s,(10,2,40))->(10,2)(d)

Destination: Time

loc 1:20

loc 2:3

loc 3:14

loc 4:1

loc 5:24

loc 6:0

loc 7:0