

Acequia Manager Solution

By Brendan Kuncel



Phase 1

Phase 1 - Emergency mode

In the first several hours the program checks for any “Emergencies” (Drought or Flood)

It then sends as much water as possible to get out of that emergency, without sending another area into emergency

Phase 2

Phase 2 - Stability

Once every region is stable, or impossible to stabilize, my solution checks which region has the lowest need, and fills it to that point without destabilizing any regions

This continues with the next region once the first is filled

Phase 3

Phase 3 - Last minute push

Phase 3 is very similar to phase 2, but it no longer cares if it sends an area into drought, only if it fully empties a region

This is because this phase starts only a few hours until end of simulation, and points can only be lost once per hour, so if a region can be filled to its need, it will give anywhere from 5-10 extra points by doing this

Thank you