mesa.Agent

+ unique_id: int
+ model : mesa.Model

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Robot

+ position: (int, int)
+ carrying_box: bool = False
+ stopped: bool = False
- target_position: (int, int)
- camino: List of (int, int)

+ __init__(model, pos): Robot
+ find_closest_to_be_filled_shelf(): (int, int)
+ step(): None

Box

+ position: (int, int)

+ __init__(model, pos): Box
+ delete_self_from_model() :
None
+ step(): None

Shelf

+ position: (int, int)
+ boxes: int = 0
+ filled : bool = False

+ __init__(model, pos): Shelf
+ add_box(): True
+ marked_self_as_filled() : None
+ step(): None

Warehouse

+ k: int
+ placed_boxes: int = 0
+ m: int
+ n: int
+ time_limit: int
+ step_taken: int = 0
+ state: dictionary
+ ids_by_agent_type: dictionary
+ grid: Multigrid
+ scheduler: RandomActivation
+ enough_space_for_agents: bool = False
+ boxes_positions: set = {}
+ shelves_positions: set ? {}
+ blocks: set

+ layout_agents(): None
+ simulation_finished(): bool
+ construct_model_initial_state(): None
+ construct_model_state(): None
+ order_agent_ids(): None
+ step(): None