

Traveller	Wanderer	Social	N	NumTotal	NotReach	Ratio
20	20	10	5	98	37	0.38
20	10↓	10	5	102	17	0.17↓
20	30↑	10	5	96	52	0.54↑
20	20	20↑	5	108	48	0.44↑
20	20	30↑↑	5	100	47	0.47↑
20	20	10	2↓	140	32	0.23↓
20	20	10	7↑	100	93	0.93↑

NumTotal is the total number of travelers spawned. NotReach is the total number of travelers that didn't reach their doors in the limited time (30s, and then they changed their aims). If a traveler is not affected by anything, it can reach the goal in 18s.

N is the number of obstacles. Ratio=NotReach/Numtotal.

The obstacles are generated randomly in shapes and positions so their affects to the game are not equal even when the number is the same.

Obviously, the number of obstacles, socials, and wanderers can influence the reaching-on-time ratio significantly.