

Building

Levels



Nodes

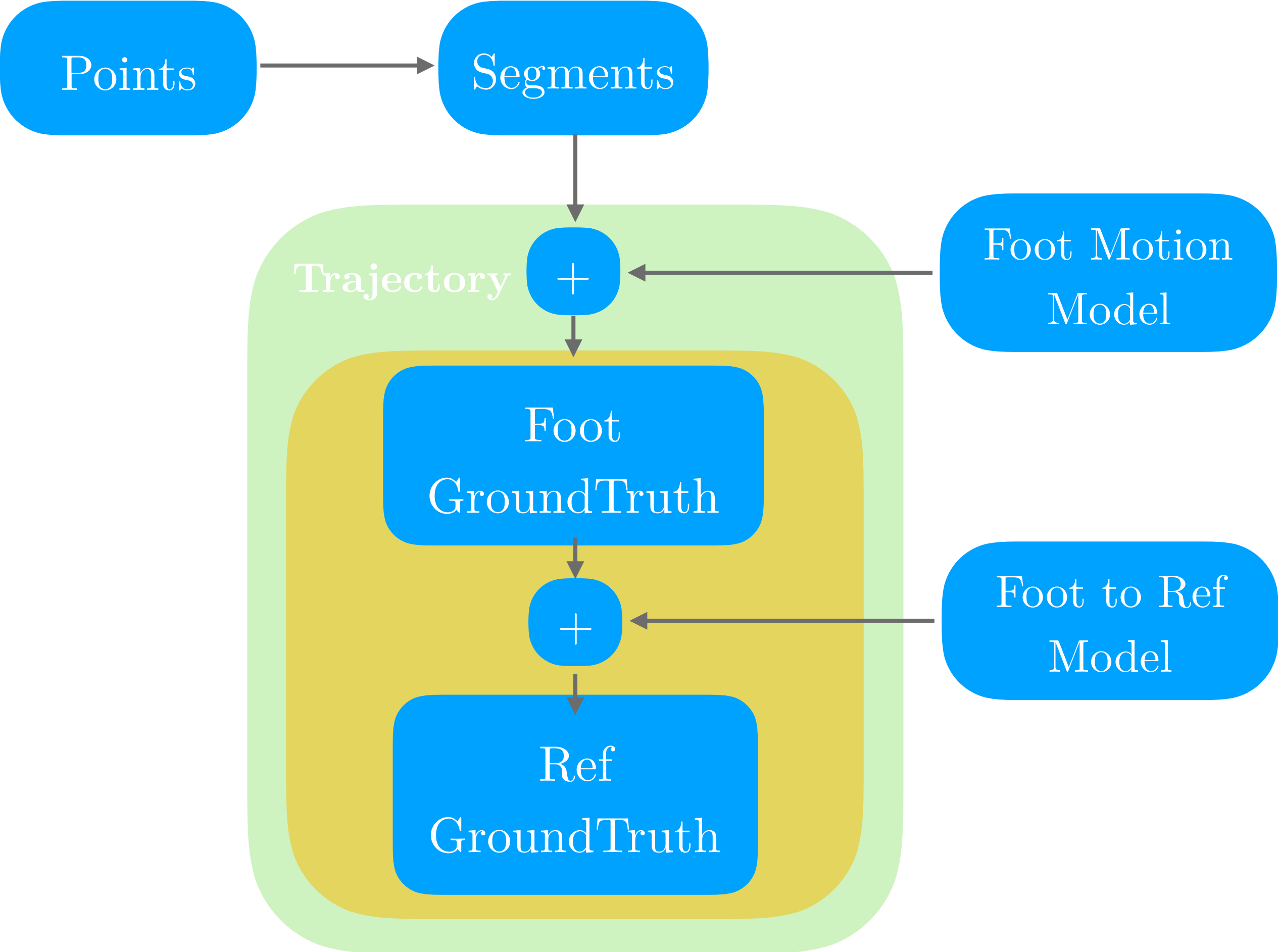
Walls

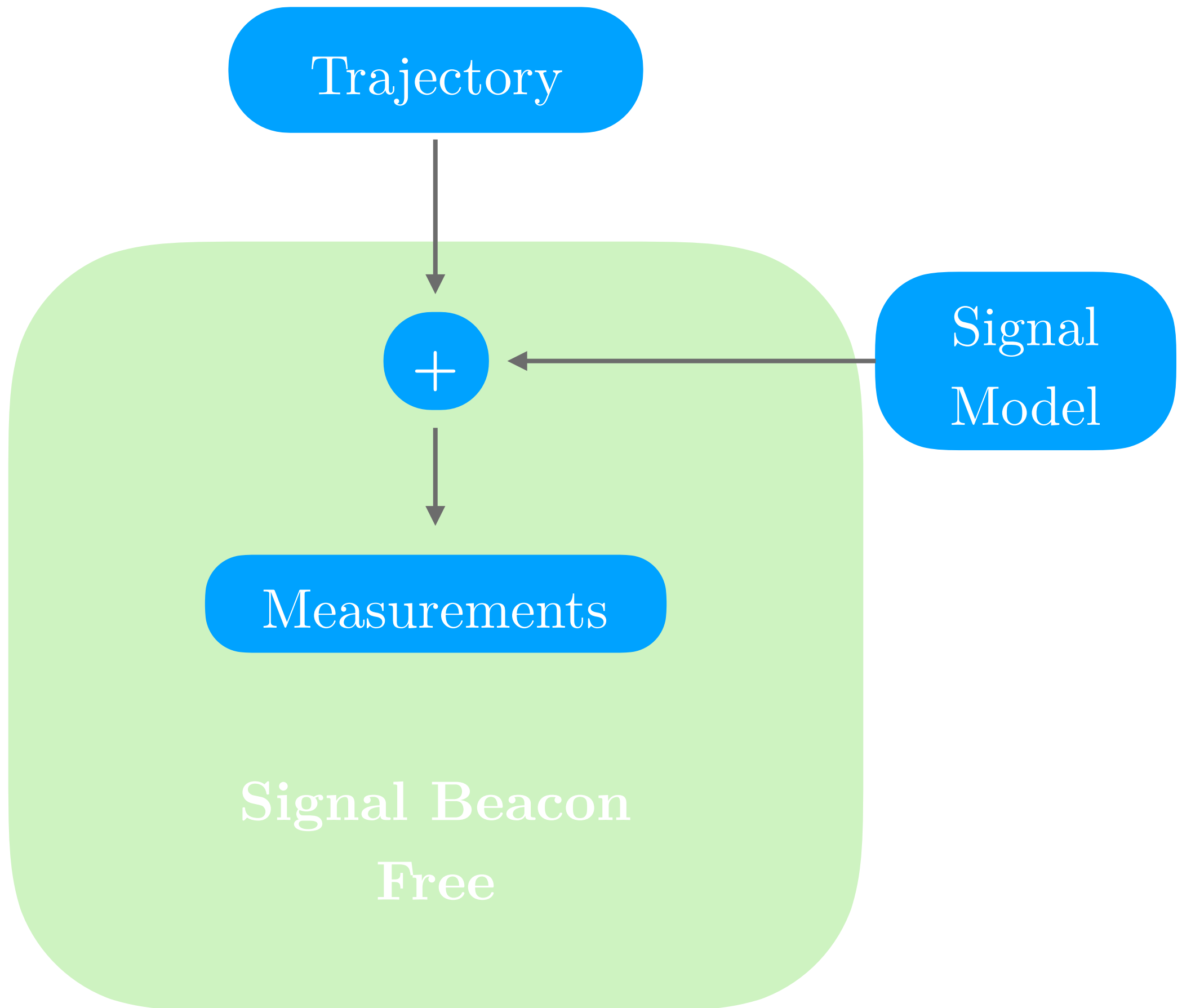
Doors

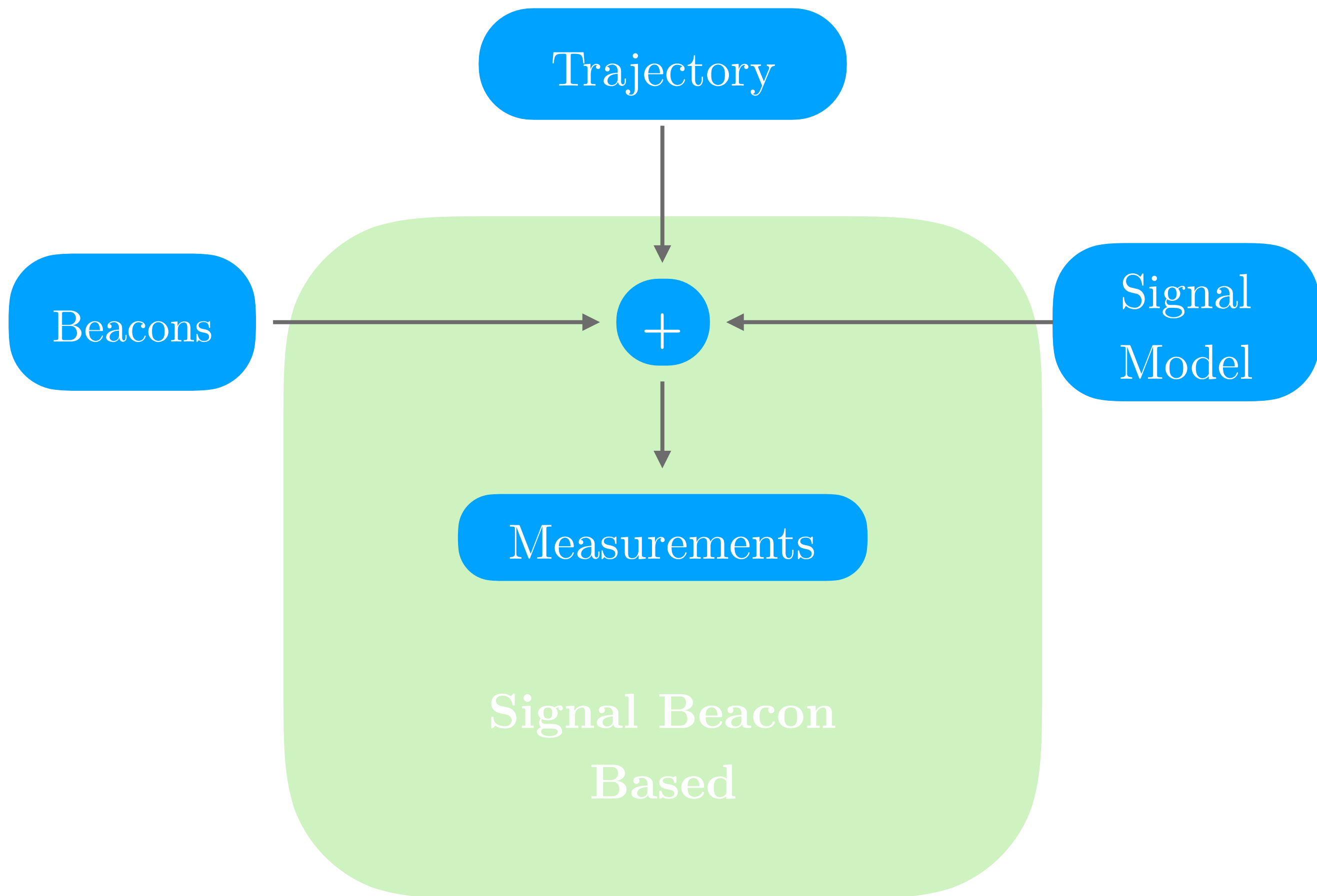
Stairs

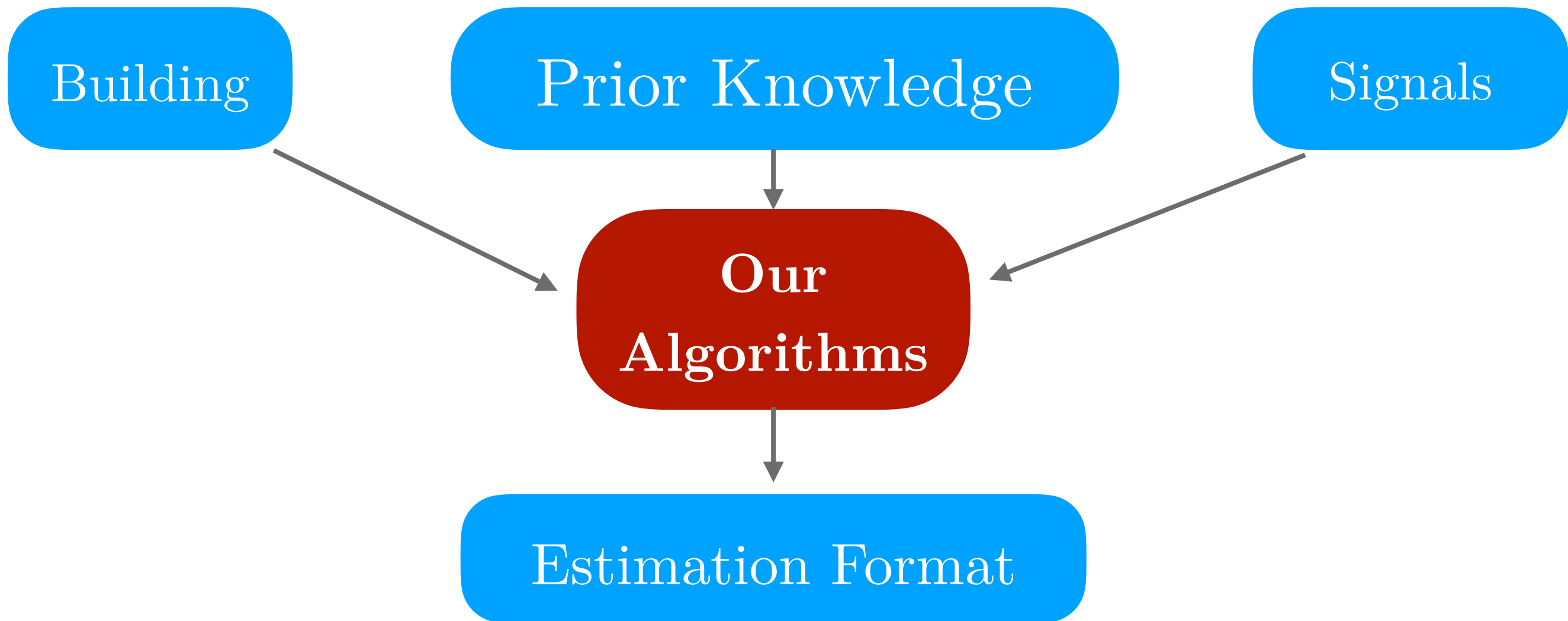
Beacons

Elevator









$x(t_1)$	$y(t_1)$	$z(t_1)$	t_1
$x(t_2)$	$y(t_2)$	$z(t_2)$	t_2
$x(t_3)$	$y(t_3)$	$z(t_3)$	t_3
$x(t_4)$	$y(t_4)$	$z(t_4)$	t_4
...