

SETTING UP

create-shelter-location
- setting up tents
- giving time to perform activities

create-facilities-poor
- food distribution points
- latrines
- waterpoint
- healthcare point

GETTING TASK

go
- make time pass

if
time = time to perform activity

go-get-food2/go-to-latrines/go-to-waterpoint/go-to-healthcare:
- chooses person for it
- creates walker
- sets destination as one-of xxx

GOING TO QUEUE

new-walking:
if time in queue = 0

if there
is waiting-list

- Go immediately to destination
- Track time
- Add to waiting list

- Face destination
- Forward until someone is in front
- Start tracking time in queue
- Add themselves to waiting list

QUEUE DYNAMICS

If no one in
my vision

Walk forward

manage-queues:
- set destination "home"
- Change occupation
- Set queue time back to 0
- Remove from waiting list

Manage-queues: tracks time & manages queues. When the refugee is served