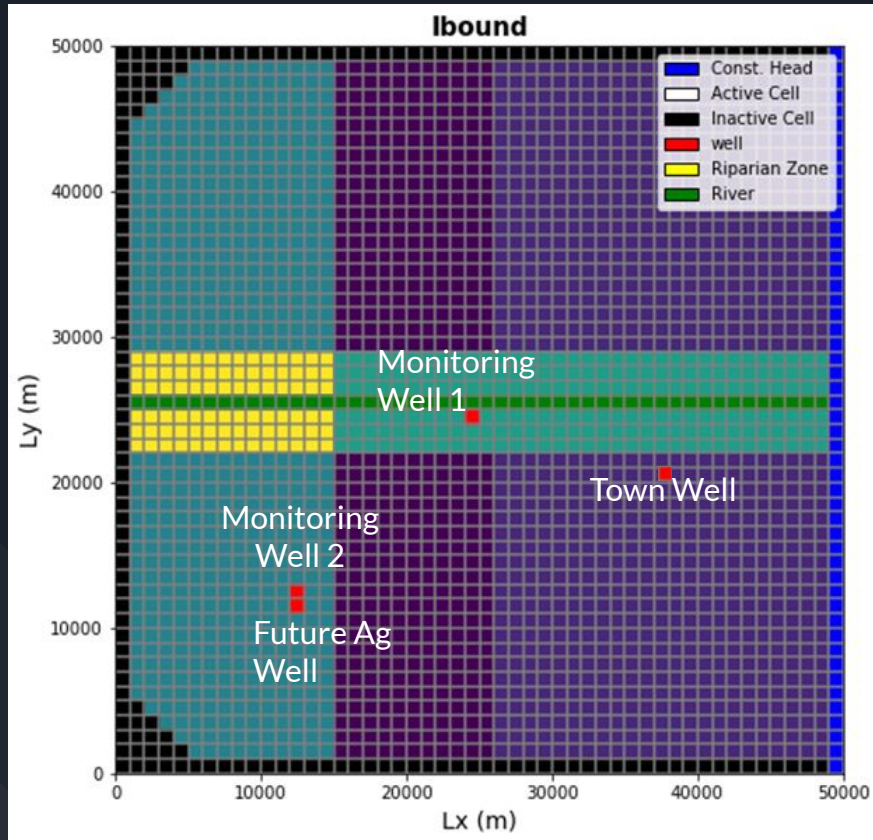


Wat up with 3 & 4,
like rly?

Benjamin Mitchell
Danielle Tadych
Jacob Ridlinghafer

IDK Man!!!

Boundary conditions



Assignment

Scenarios 1 & 2:

- Pre-development
 - No town water demand
 - Run the model for 25 years with varying ET
 - Determine how long it takes to reach steady state



Scenarios 3 and 4:

- Post-Development
 - Steadily increasing water demand
 - Project for **125** years
 - 25 years for burn in
 - Exponentially increasing Q
$$Q = 1.5 * t^{1.5}$$
 - On year 26 pumping starts at 47 m3/day
 - Project for **225** years



00:06

SCENARIO 3

◆ SURVIVE 15 WAVES

WAVES:

0

KILLS:

0

CRATES:

0



Scenario 3



451 KM/H

35.47 ALT

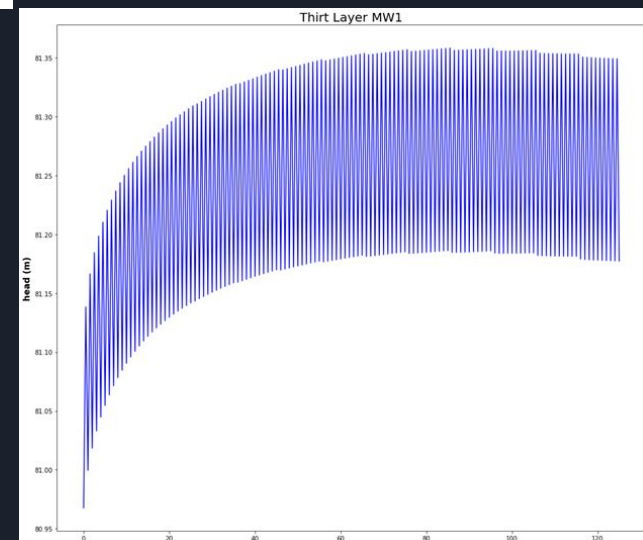
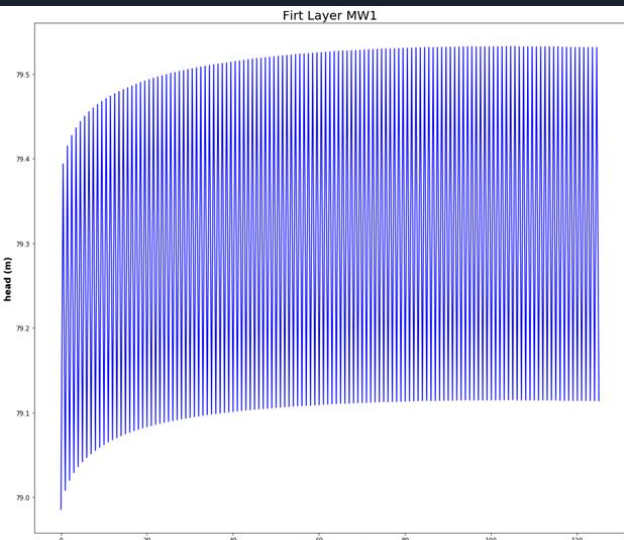
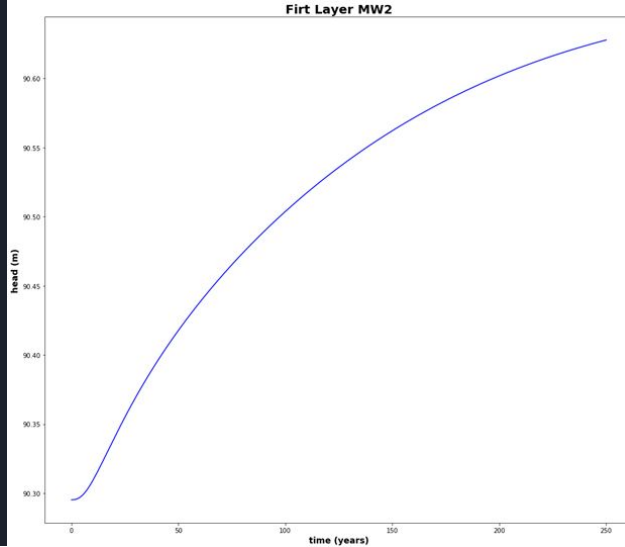
296.67 M

N

AUTO

140 F

Scene 3



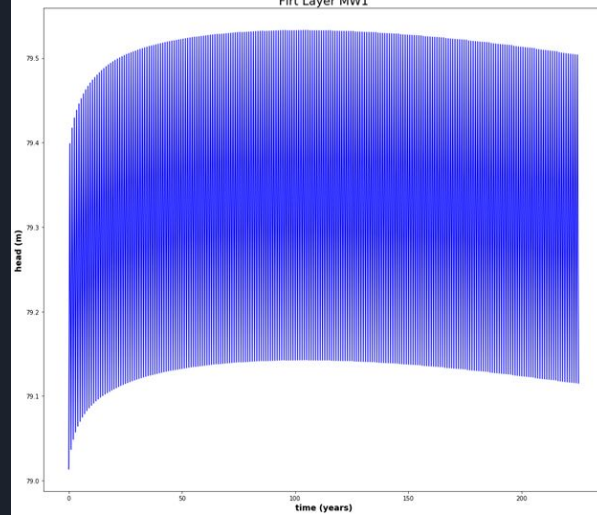
A world map in a pseudo-cylindrical projection with a light blue background. Landmasses are colored in red, dark blue, or white. Red territories include Russia, China, India, and several nations in Africa and South America. Dark blue territories include North America, South America, Australia, and various nations in Europe and Africa. White territories include Greenland, Iceland, and parts of Europe and Africa. The text "Alternate Scenario - World War 4" is centered over the map in a large, white, sans-serif font with a blue drop shadow.

Alternate Scenario - World War 4

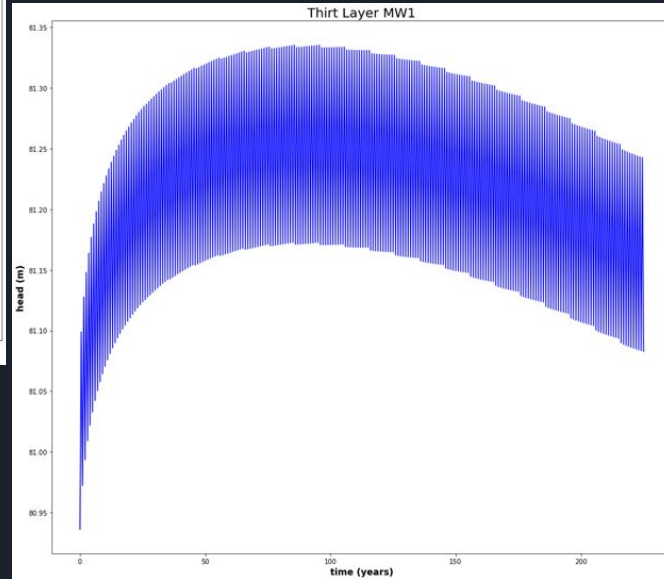
Scene 4- With Pumping



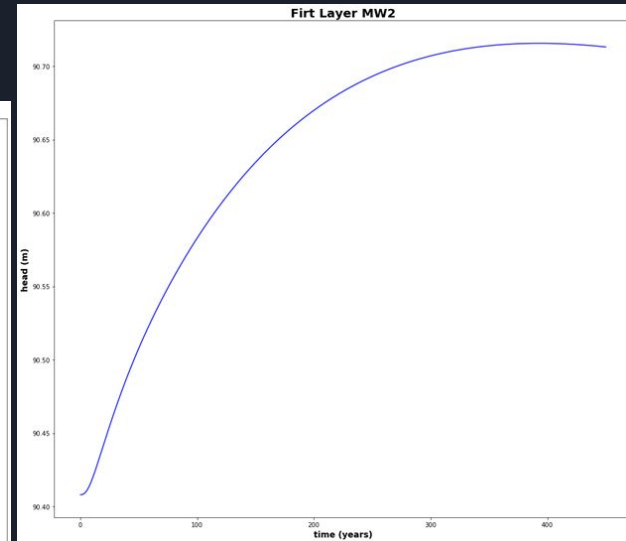
Firt Layer MW1



Thirt Layer MW1

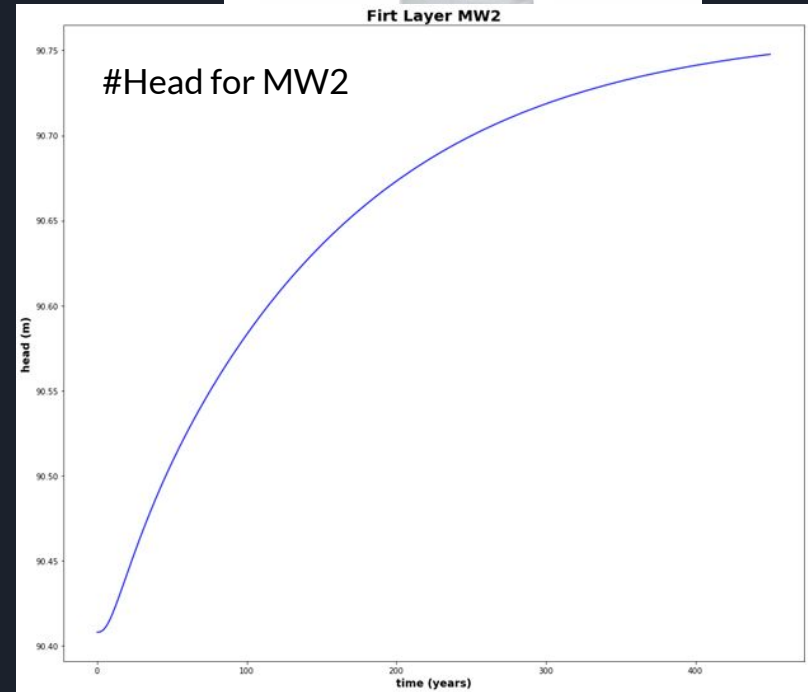
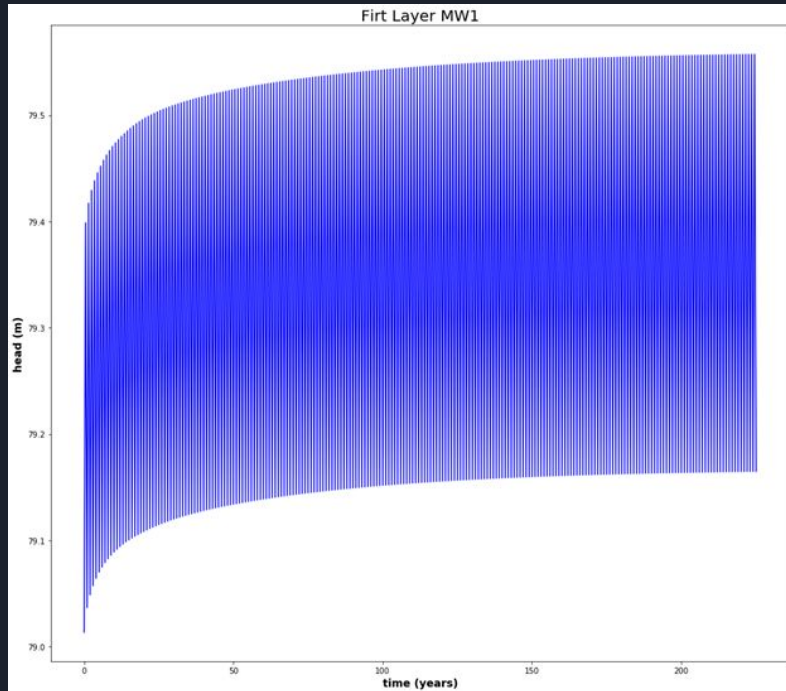


Firt Layer MW2



Scene 4- Without Pumping

#Head for MW1



The End