DrunkModel.py

+drunks: Drunk
+num_of_drunks: int
+carry_on: bool
+environment: list
+houseCoordsList: list
+housenoList: list
+pubDoor: list
+route_environ: list

+coordsFinder(ID: int)
+update()
+gen_function()
+run()

drunkframework.py

+env: list
+route_environ: list
+drunks: list
+_envWidth: int
+_envHeight: int
+_x: int
+_y: int
+houseno: int
+houseCoords: list
+home: bool
+randomness: float

+__init__(env, route_environ, drunks, houseCoords, randomness)
+home_distance(houseCoords, X, Y)
+stumble()
+back_home()