

## ***pre-loop computations***

initialize grid  
compute topography  
compute gradients

initialize maps:  
- start area map  
- building map  
- exit map  
- flood map

initialize agent structure  
*InitializeAgents.m*

load agent distribution

assign given agent  
distribution

create random agent  
distribution

compute static building forces  
*ArchitectureForceV2.m*

compute direct exit  
direction  
*ComputeShortestPathG*  
*lobalDirect.m*

compute exit direction  
with buildings and  
topography  
*ComputeShortestPathG*  
*lobal.m*  
*ComputeShortestPathG*  
*lobalTopo.m*

compute exit direction  
with buildings  
*ComputeShortestPathG*  
*lobal.m*

save initial setup