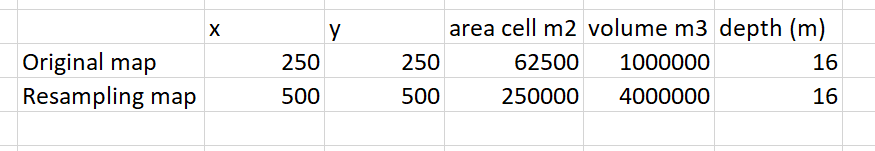
Description of the model

1. Input

* Sluice gate
* Pumper
* Lake
* WaterVolume (qh)
  + Water volume = Value \* 10^6
  + Depth = value \*10^6/pixel size ^2
  + 
* Landuse
* AEZ\_Simple
* GPlaySpace
  + 4 representative regions: 1 Coast of Tien Giang & Long An; 2: Ben Tre – Tra Vinh; 3: Soc Trang; 4 West coast – Ca Mau
  + Coresponding to 10x10 cells in Game play
* DEM
* Subsidence
* Flood

1. Parameters
2. Actions
   1. Get parameter
   2. CalWaterUsed.

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* 1. CalSubsidence
  2. SendParam