O⊕l⇄O⊕l⇄O⊕l⇄O⇄O→⊕l⇄O→⊕l⇄O⊕⊕O

O⊕l⇄O⊕l⇄O⊕l⇄O⊕l⇄O⊕l⇄O⊕l⇄O⊕⊕O

O⊕l⇄O⊕l⇄O⊕l⇄O⊕l⇄O⊕l⇄O⊕l⇄O⊕⊕O

O ← | ← O ← | ← O ← |
1   2   3

Use a shuffled list to
decide order, decide
firing time on
chance

0/3   chance   1st gets blasted
1/3   2nd
2/3   3rd
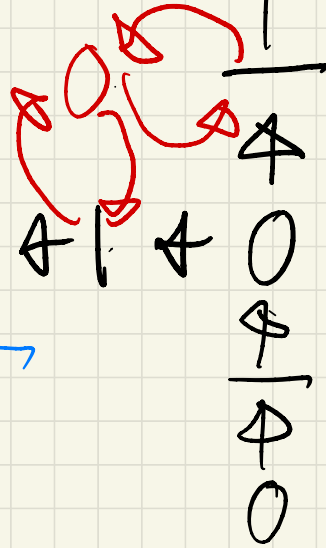
aisle

Seats

A 1: figure out aisle groups

R 2: figure aisle blocking

S 3: figure out seat shuffle
delay + math proof

OLD

Isle layout concept V1

dont know —

— how would handle middle

Can come from either side