**Video Review:**

1. Destiny on Ice event:
   1. first gate: check bag (not everyone carries bag),   
      checking time: 5, 7, 2, 1, 3, 8, 1, 7, 1, 4, 2, 2 🡪 average cost time for all agent that needs to check 3.5, time range: 0 ~ 8
   2. second gate: use body scanner (metal detector) to scan human body (kids no need),   
      scanning time: 4, 5, 4, 2, 2, 2, 3, 2, 3, 4, 4, 4 🡪 average 3.25, time range: 2 ~ 5
   3. number of agent carries bag in every 20 agents: 10/20, 8/20, 4/20 (mothers carry bag with kids)
   4. number of people stand between two gates: 4, 4, 5, 7, 6, 5
2. Concert event:
   1. first gate: check ticket and bag (not everyone carries bag),   
      check ticket only need within one second, check bag (most of people not need to carry bag): 11, 3, 6, 6, 11, 13, 2, 10 🡪 average 7.7, time range: 2 ~ 13
   2. second gate: use body scanner (metal detector) to scan human body.  
      scanning time: 6, 5, 3, 3, 2, 6, 3, 6, 3, 4, 2, 2, 3, 4, 4, 4 🡪 average 3.7, time range: 2 - 6
   3. number of agent carries bag in every 20 agents: 3/20, 3/20, 4/20
   4. number of people stand between two gates: 12, 16, 14, 10, 9, 14, 14, 12
   5. behaviors patterns:
      1. two checking times are difference (cost time). The whole process really depends on the 2nd gate’s status.
         1. Once the 1st is finished, move to 2nd 🡪 if still have space, keep moving, if space between 1st gate and 2nd gate is full, agents after first wait space between 1st gate and 2nd gate have space. (no matter agent stands in 1st gate finished checking or not.)
         2. Agent walks between 1st gate and 2nd gate still could re-choose to change line if the line it currently walks to is longer than the others.