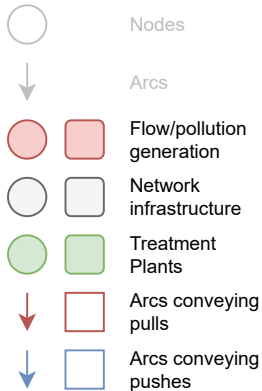
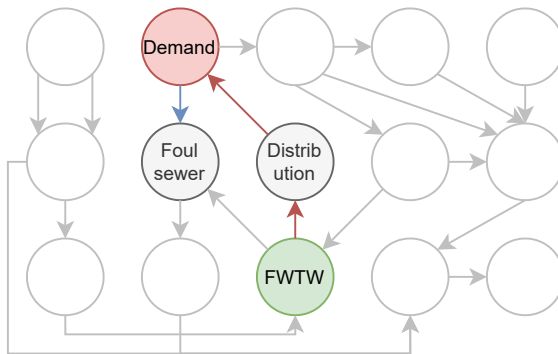


## Legend



## Schematic



## Orchestration (one timestep)

1. Abstract and treat freshwater (FWTW)
2. Generate sewage (Demand)
3. Drainage (Land)
4. Drainage (Storm and Foul sewer)
6. Treat and discharge (WWTW)
7. Baseflow (GW)
8. River pumping (Reservoir)
9. Route (River)

*create\_demand* function triggered from **orchestration**

