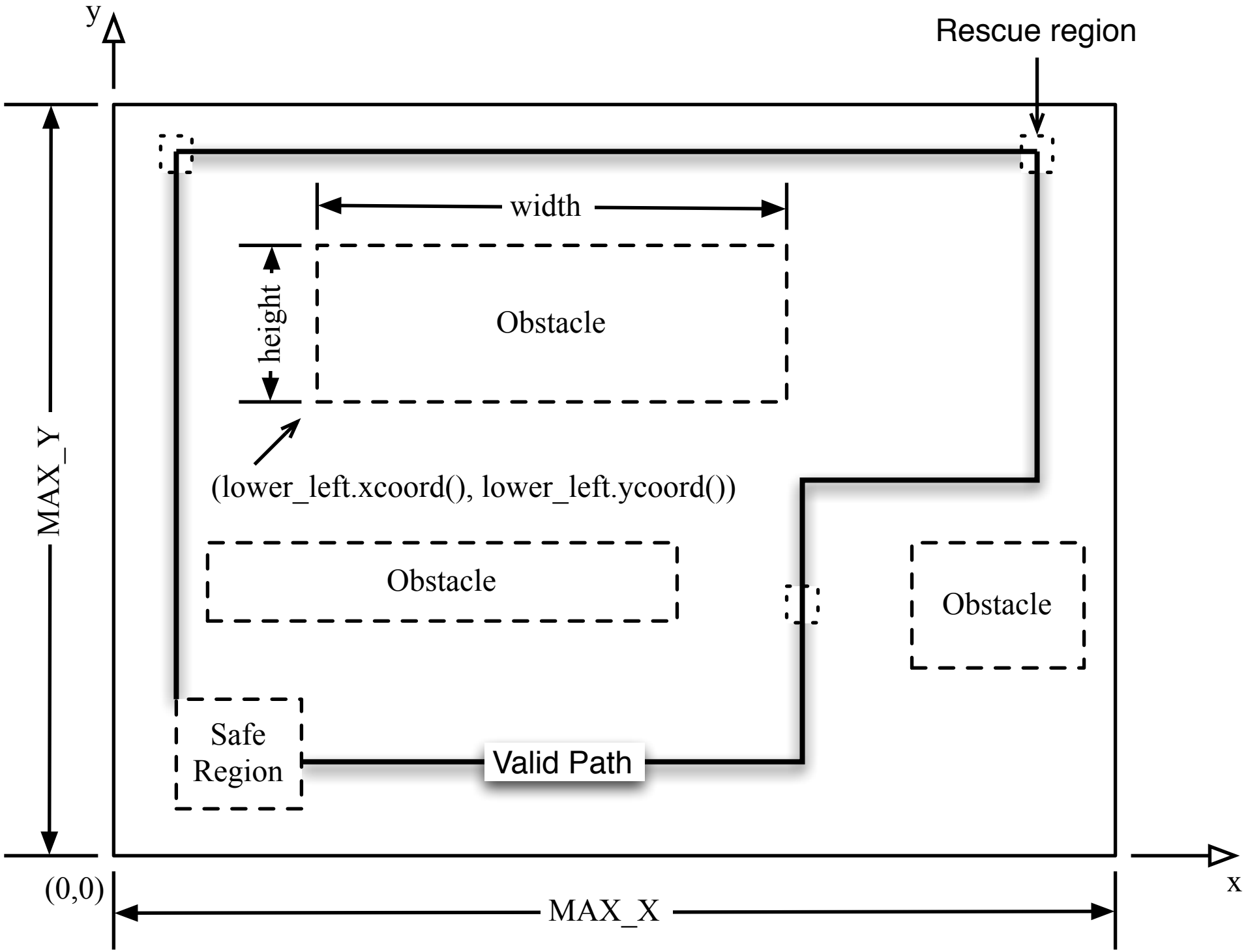
y
Rescue region
width
height
Obstacle
(lower_left.xcoord(), lower_left.ycoord())
Obstacle
Obstacle
Safe
Region
Valid Path
MAX_Y
(0,0)
MAX_X
x