

# Becca User's Manual

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# Contents

<b>1</b>	<b>Get and run Becca</b>	<b>2</b>
<b>2</b>	<b>Write and run your first world</b>	<b>3</b>
<b>3</b>	<b>Share your world with other Becca users</b>	<b>4</b>
<b>4</b>	<b>Modify your agent code</b>	<b>5</b>
<b>5</b>	<b>Share your agent with other Becca users</b>	<b>6</b>
<b>6</b>	<b>Understand how Becca learns</b>	<b>7</b>
<b>A</b>	<b>Related work</b>	<b>8</b>
<b>B</b>	<b>Revision history</b>	<b>9</b>

# Chapter 1

## Get and run Becca

Each chapter in this guide is designed to help you do something specific with Becca. This chapter helps you to get a copy of Becca on your local machine and run it on some generic worlds.

1. Get it.
2. Run it.
3. Fix it!

## **Chapter 2**

# **Write and run your first world**

world code overview

## **Chapter 3**

### **Share your world with other Becca users**

## **Chapter 4**

### **Modify your agent code**

## **Chapter 5**

### **Share your agent with other Becca users**

## **Chapter 6**

**Understand how Becca learns**



# **Appendix A**

## **Related work**

## **Appendix B**

### **Revision history**

# **Bibliography**