Conditions/Variables: Create new variable, set as condition (with value), set as effect (with value, or some kind of change)

Actions: Create new action, Set preconditions and effects, add child/add as child, remove child,

Variable: has name, description. Possible: variables can be bool, int

Statement: has variable, value

Test: has variable, value, relationship for int (=, >, <)

Condition: has statement/test. \*:1 with action. \*:1 with variable

Effect: has statement/change. \*:1 with action. \*:1 with variable

Action: Has name, description. 1:\* with condition, 1:\* with effect. \*:\* with parent/child actions

State (either start or goal): 1:\* with statements

Control: \*:1 with condition/effect/action/variable