Group Declacation - Group null
02285 AI & MAS

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The Experience of Working Together

Some members of the group have expressed their discontent, in regard to the work distribution of this project. One member in particular has consequently neglected to do his share of the work. Hence the general consensus is that the workload has *not* been evenly distributed, but the remaining two members have been doing the majority of the work.

1   Ideas

1.1   Daniel

- Conflict Resolution for Boxes in the Way

- Conflict Resolution when an Agent is in the way

- Conflict Resolution, for detecting Cycles

- Clustering of Goals

- Distance Maps

- Goal Selection Heuristic

1.2   Kasper

- Overall Online Planning Methodology

- Planning for a Single Agent

- Planning for Multiple Agents

- Live Re-Planning

- Double Search, on a Relaxed Domain

- Primary Goal Solving Heuristic

1.3   Martin

2   Project, Programming, & Code

2.1   Daniel

- client.Conflict

- client.Settings

- client.heuristic.ClearRouteHeuristic

- client.heuristic.OutOfTheWayHeuristic

- client.heuristic.Proximity

- client.node.GoalState

- client.node.level.Level

- client.node.level.clustering.KClusteringGoals

- client.node.level.distancemap.BasicManhattanDistanceMap

- client.node.level.distancemap.FloydWarshallDistanceMap

- client.node.storage.Base

- client.node.storage.Box
- client.node.storage.Goal
- client.parser.ArgumentParser
- client.parser.LevelParser
- client.parser.SettingsContainer
- client.utils.History

2.2 Kasper

- client.SearchAgent
- client.SearchClient
- client.Strategy
- client.heuristic.AStar
- client.heuristic.GreedyRouteHeuristic
- client.heuristic.Greedy
- client.heuristic.Heuristic
- client.heuristic.WeightedAStar
- client.node.Node
- client.node.storage.LogicalAgent
- client.node.storage.SearchResult

2.3 Martin

- client.parser.RouteParser
- client.parser.StrategyParser
- client.node.storage.ExpansionStatus

3 Report

3.1 Daniel

- 4.2 Distances in the Map
- 4.4 Conflict Resolution
- 5.0 Introduction to Section
- 5.1 Testing Methodology
- 5.2 Comparison of Search Strategies

- 5.3 Distance Maps

- 7.0 Introduction to Section

- 7.1 Improving the Current Approach

- 7.3.2 Multi-Body NPC Route Finding in a Dynamic Environment

3.2 Kasper

- 4.0 Introduction to Section

- 4.1 The Heuristic

- 4.3 Search

- 5.4 Goal Dependency

- 7.2 New Approaches

- 7.3.1 Reducing the Search to a Single Agent Sokoban Domain

3.3 Martin

- 1.0 Introduction

- 2.0 Background

- 3.0 Related Work

3.4 Joint Effort

- 6.0 Discussion