

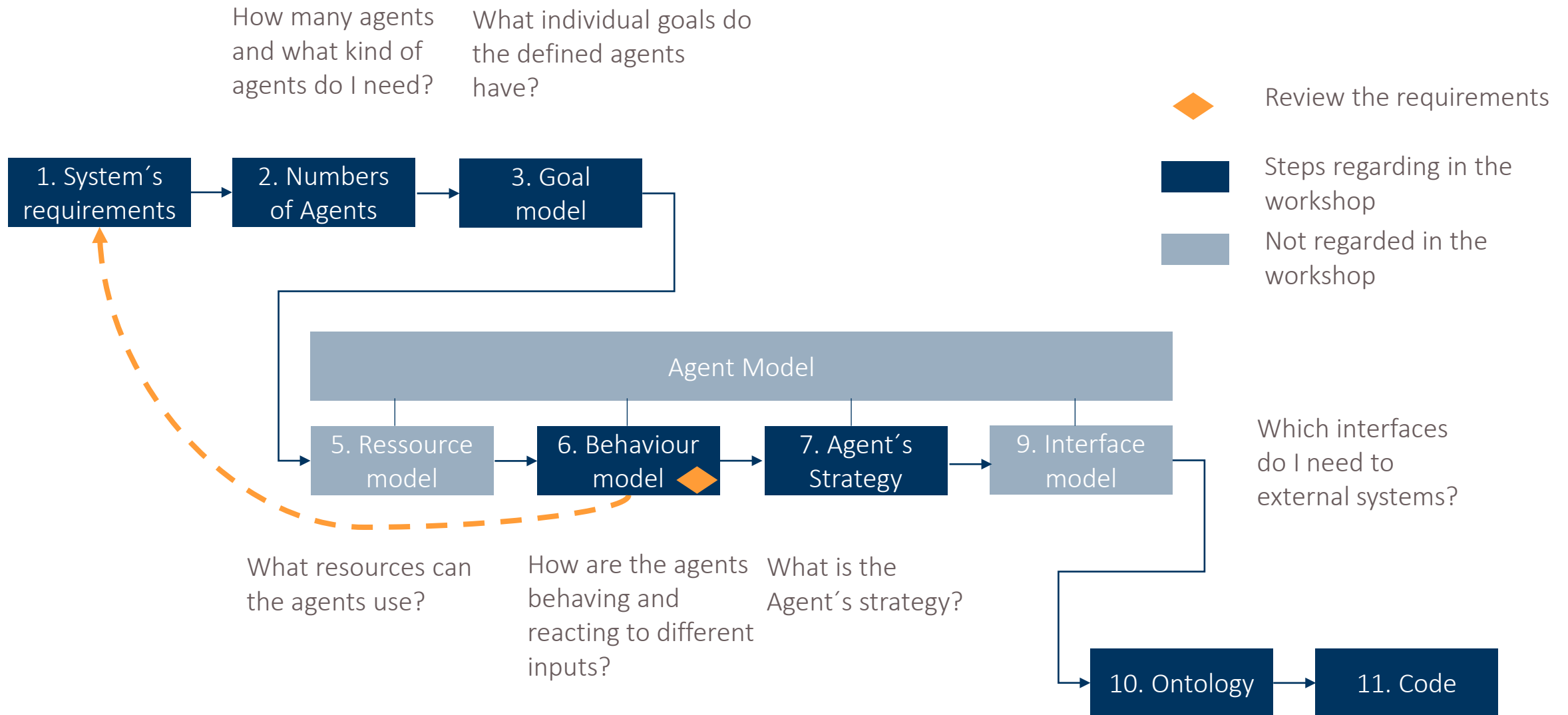


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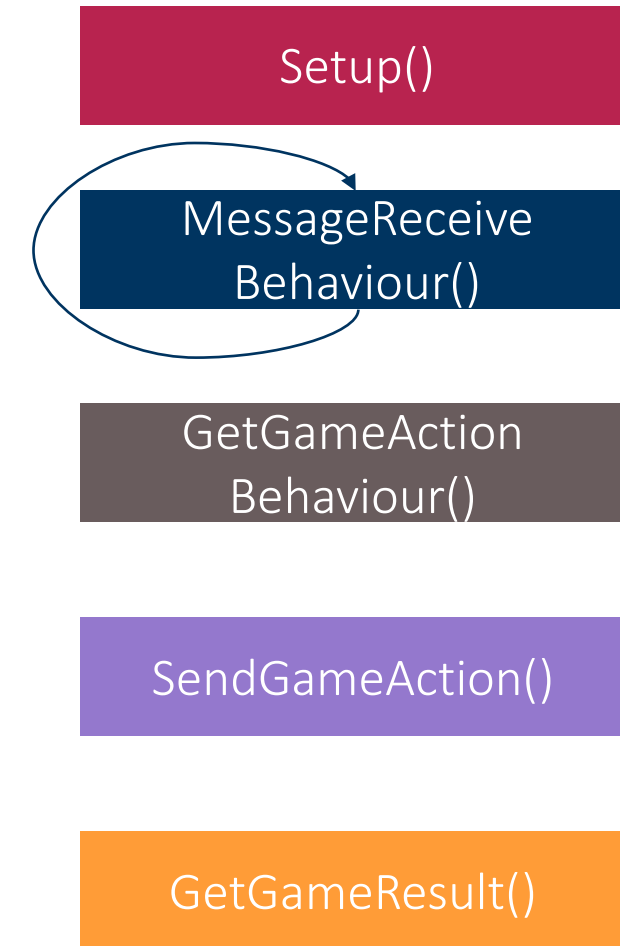
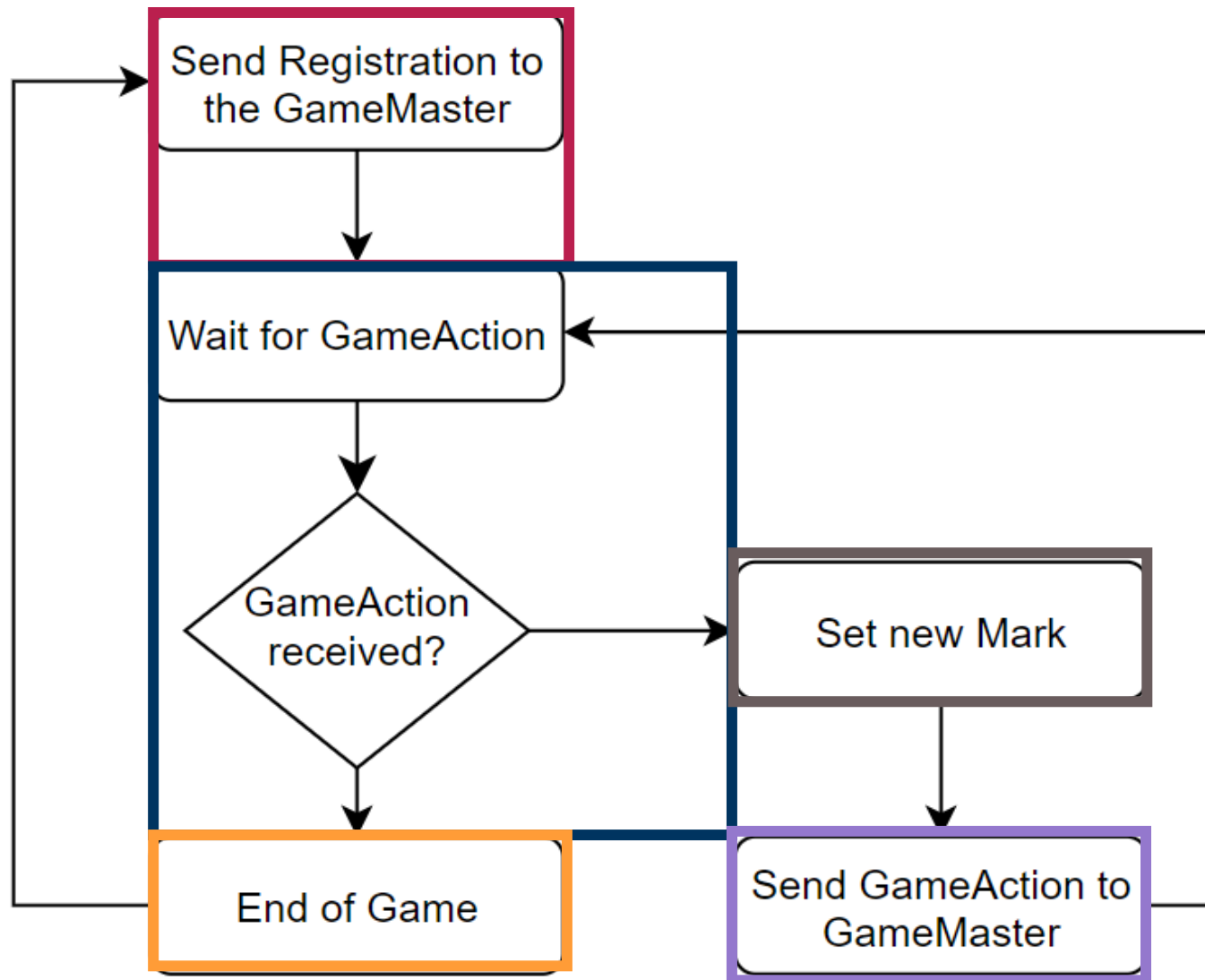
Solution for Tic Tac Toe

Maximilian Kilthau 15.07.2022

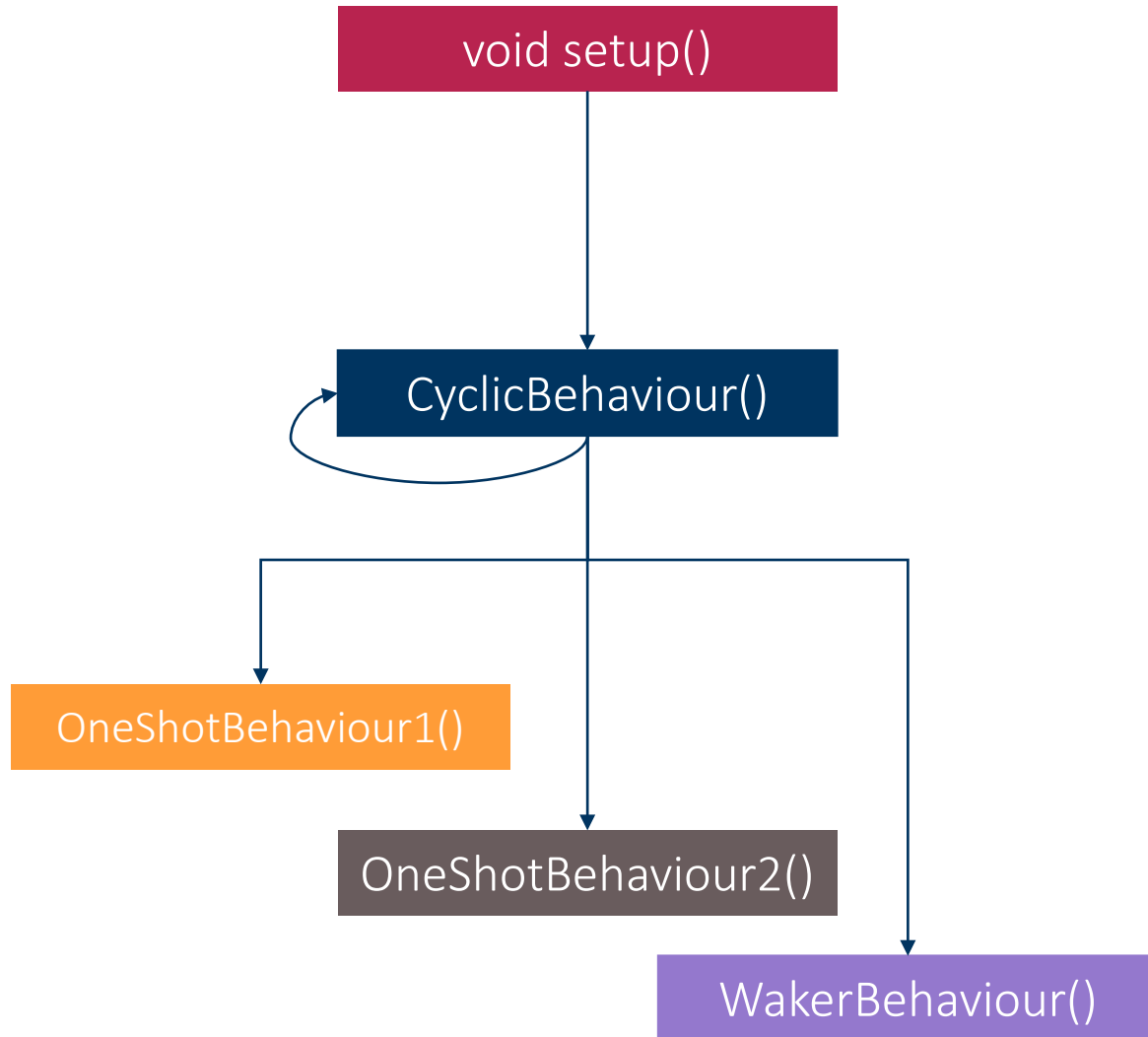
Engineering process for modelling agents



Behaviour Model



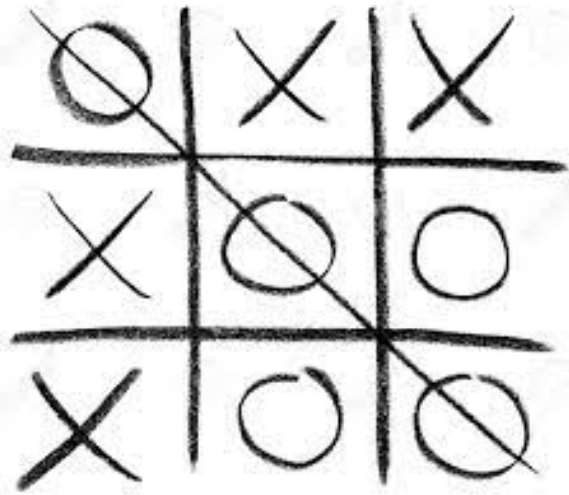
Architecture of an JADE-agent



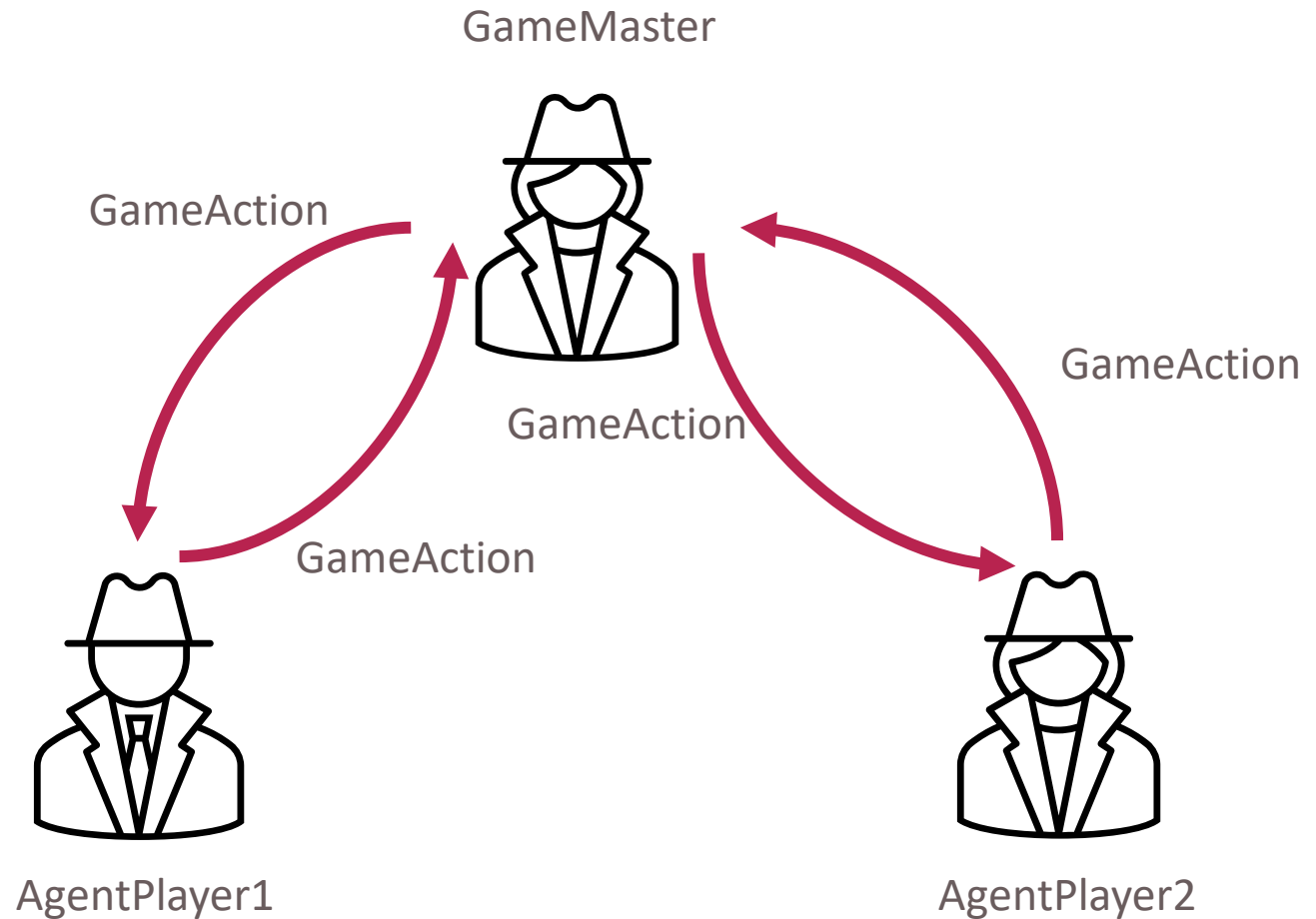
- setup-Method is called **once** when the agent is started
- Here, the general setup has to be done
- CyclicBehaviour() is a while loop which checks all the time if there is an incoming message
- Checks incoming messages and calls the corresponding OneShotBehaviour()
- Here, the OneShotBehaviour executes whatever should be done with the incoming message.
- A OneShotBehaviour can call another OneShotBehaviour as well

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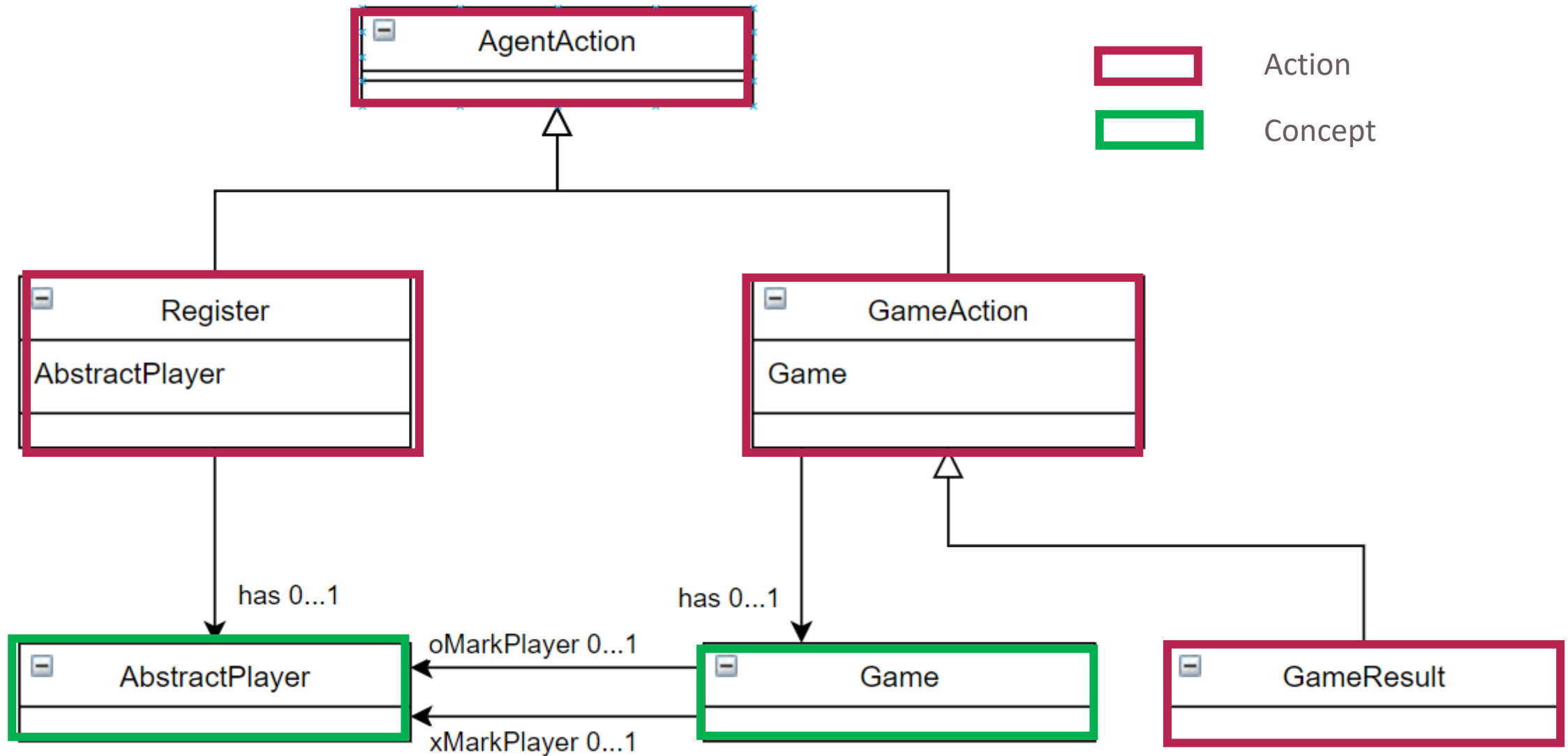
Architecture of Tic-Tac-Toe



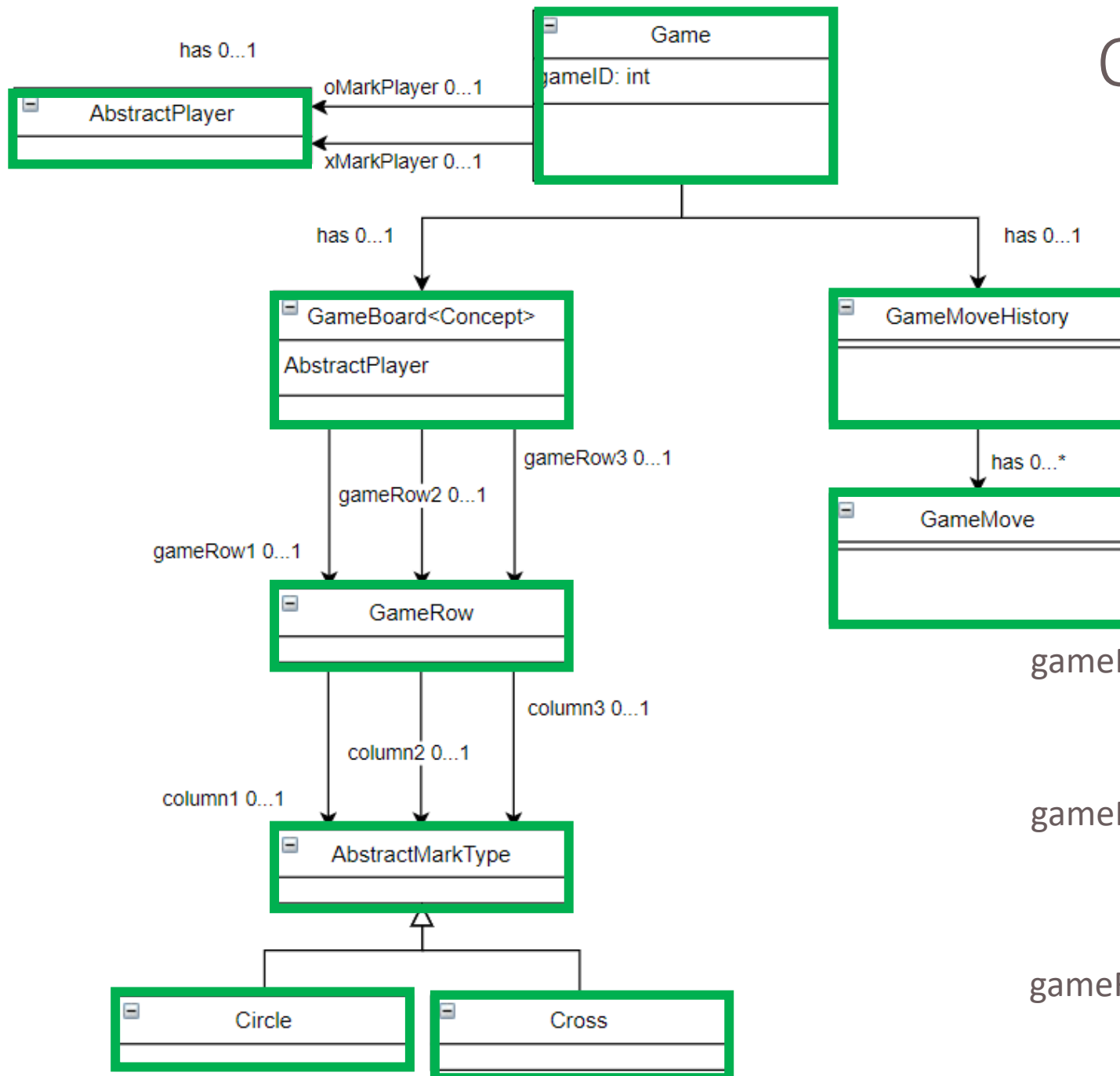
- AgentPlayer 1 is sending the Game as a GameAction to the Game Master
- The GameMaster is validating the GameAction and is sending the Game to AgentPlayer 2



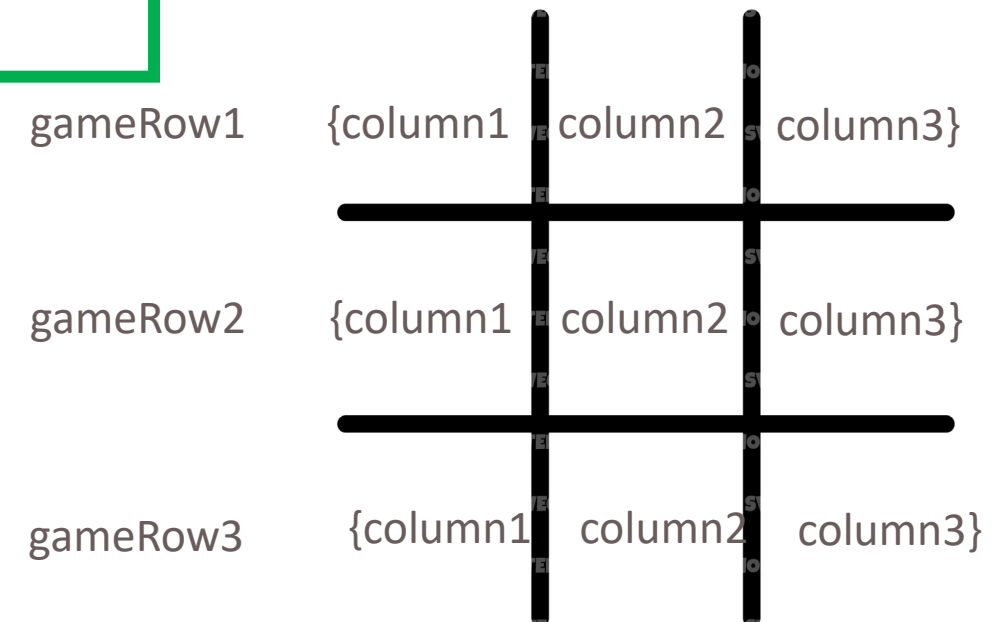
Ontology/Data Structure of TicTacToe



Ontology for Game



 Concept





Maximilian Kilthau, M.Sc.
Ressource Associate

Institut für Automatisierungstechnik
Helmut-Schmidt-Universität Hamburg/
Universität der Bundeswehr Hamburg
Holstenhofweg 85, 22043 Hamburg
Email: maximilian.kilthau@hsu-hh.de
Phone: +49 40 6541 3461

LinkedIn: [linkedin.com/in/maximilian-kilthau-919ab9200](https://www.linkedin.com/in/maximilian-kilthau-919ab9200)