Found Plan (output)

- (moveto red home woods)
- (tell-path red wolf woods)
- (moveto wolf woods grannyhouse)
- (eat-alive wolf granny grannyhouse)
- (pick-up red flower woods)

```
(:action moveto
  :parameters (red home woods)
  :precondition
    (and
      (forward red woods)
      (at red home)
      (not
        (stop red)
      )
    )
  :effect
    (and
      (at red woods)
      (not
        (at red home)
      )
    )
)
```

Found Plan (output)

- (moveto red home woods)
- (tell-path red wolf woods)
- (moveto wolf woods grannyhouse)
- (eat-alive wolf granny grannyhouse)
- (pick-up red flower woods)

```
(:action tell-path
  :parameters (red wolf woods)
  :precondition
    (and
      (at red woods)
      (at wolf woods)
      (not
        (= red wolf)
      )
      (not
        (path_know red)
      )
      (path_know wolf)
    )
  :effect
    (and
      (path_know red)
      (stop red)
      (not
        (stop wolf)
      )
      (hungry wolf)
    )
)
```

Found Plan (output)

(moveto red home woods)

(tell-path red wolf woods)

(moveto wolf woods grannyhouse)

(eat-alive wolf granny grannyhouse)

(pick-up red flower woods)

```
(:action moveto
  :parameters (wolf woods grannyhouse)
  :precondition
    (and
      (forward wolf grannyhouse)
      (at wolf woods)
      (not
        (stop wolf)
      )
    )
  :effect
    (and
      (at wolf grannyhouse)
      (not
        (at wolf woods)
      )
    )
)
```

Found Plan (output)

(moveto red home woods)

(tell-path red wolf woods)

(moveto wolf woods grannyhouse)

(eat-alive wolf granny grannyhouse)

(pick-up red flower woods)

```
(:action eat-alive
  :parameters (wolf granny grannyhouse)
  :precondition
    (and
      (at wolf grannyhouse)
      (at granny grannyhouse)
      (hungry wolf)
      (not
        (= wolf granny)
      )
      (foodchine wolf granny)
      (alive wolf)
      (alive granny)
    )
  :effect
    (and
      (not
        (hungry wolf)
      )
      (stop granny)
    )
)
```

Found Plan (output)

(moveto red home woods)

(tell-path red wolf woods)

(moveto wolf woods grannyhouse)

(eat-alive wolf granny grannyhouse)

(pick-up red flower woods)

```
(:action pick-up
  :parameters (red flower woods)
  :precondition
    (and
      (at red woods)
      (stop red)
      (like red flower)
    )
  :effect
    (and
      (have red flower)
    )
)
```