

# Namespace Aplib.Core

## Classes

### [BdiAgent<TBeliefSet>](#)

Represents an agent that performs actions based on goals and beliefs.

### [CircularArray<T>](#)

An array that wraps around when it reaches its end. Functionally works like a queue with indexing.

### [Metadata](#)

Data structure to store information about a component which may be useful for debugging or logging.

## Interfaces

### [IAgent](#)

Defines an agent that can play a game.

### [ICompletable](#)

Defines an object that can be completed.

## Enums

### [CompletionStatus](#)

Represents the state of a completable object.