Each creature has a *available action list* (SORTED LIST) of the last 100 actions sorted by “return.happiness ()”

When a creature completes a goal that “action” gets added to the list, it is sorted, and the last action with the least return.happiness() is removed from the list.

When the creature needs a new goal, 5- 10 actions are returned from the available action list. They are sorted by return.happiness() and the action with the highest happiness is set as the new goal. *(if the action list is sorted in ascending order: pick 5 rand() numbers from 0-99 and select the min() number of the five. This is the index of the action with the highest return.happiness().)*

This allows a creature to perform actions based on a happiness list of past actions with some random probability added to the actions.

<http://web.media.mit.edu/~jorkin/gdc2006_orkin_jeff_fear.pdf>

<http://www.edmundlong.com/Projects/Masters_EnhancedBehaviourGOAP_EddieLong.pdf>