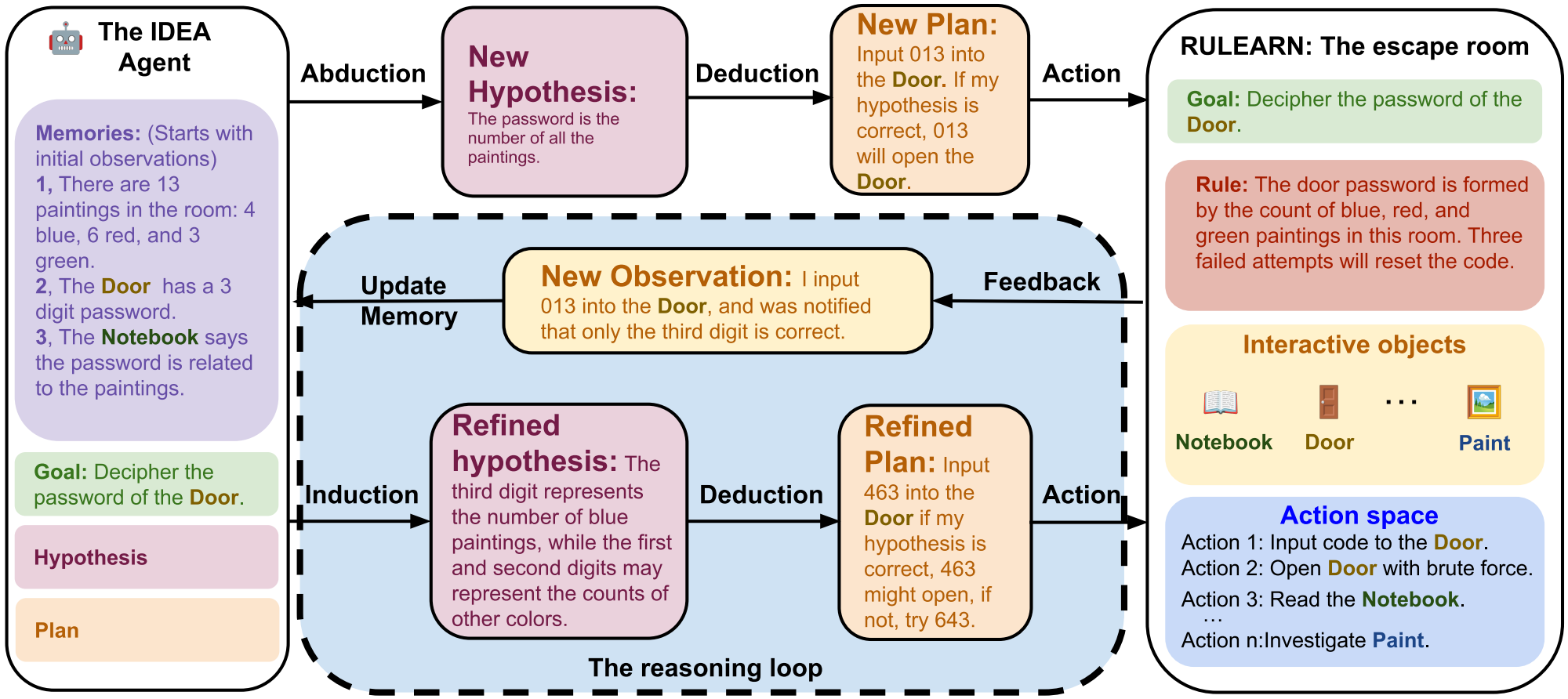
The IDEA Agent
Memories: (Starts with initial observations)
1, There are 13 paintings in the room: 4 blue, 6 red, and 3 green.
2, The Door has a 3 digit password.
3, The Notebook says the password is related to the paintings.
Goal: Decipher the password of the Door.
Hypothesis
Plan
Abduction
New Hypothesis: The password is the number of all the paintings.
Deduction
New Plan: Input 013 into the Door. If my hypothesis is correct, 013 will open the Door.
Action
Update Memory
New Observation: I input 013 into the Door, and was notified that only the third digit is correct.
Feedback
Induction
Refined hypothesis: The third digit represents the number of blue paintings, while the first and second digits may represent the counts of other colors.
Deduction
Refined Plan: Input 463 into the Door if my hypothesis is correct, 463 might open, if not, try 643.
Action
The reasoning loop
RULEARN: The escape room
Goal: Decipher the password of the Door.
Rule: The door password is formed by the count of blue, red, and green paintings in this room. Three failed attempts will reset the code.
Interactive objects
Notebook
Door
...
Paint
Action space
Action 1: Input code to the Door.
Action 2: Open Door with brute force.
Action 3: Read the Notebook.
...
Action n:Investigate Paint.