Task 2.2. using UML diag. from lecture05

Decision title	description	trigger	precondition	influence
Change speed	agent changes its speed	nervousness is greater than a speedchange threshold	cf. trigger	The new speed is influenced by the minimal and maximal speed of a human agent, the individual formes speed and a random number. Moreover, the nervousness is influenced by multiple factors.
Random direction	agent starts panicing and thus, with a certain probability walks in a random direction.	nervousness is greater than a speedchange threshold	cf. trigger	The new direction & field of vision is influenced by the probability of walking in a random direction and a random number. The new target is also chosen randomly.
Cooperation	agent initiates a cooperation with another agent.	the level of cooperativeness is greates than a certain threshold.	Besides the factor described in trigger, there shouldn't be a human to help currently and the agent should still be on the grid (≠escaped)	The cooperation is influenced by a lot of internal states (humantohelp, exists, cooperativeness)
Escape	agent escapes and is thus, removed from the grid.	agent's position is equal to fire exit position	agent moved toward target (exit). The agent might have had help from another agent.	Other agents might have helped agent to find the fire exit.