



We have five agents, either the X marks or the O marks. These are 3D objects in unity, and they will have an initial position.

Overarching system (primitive version of commander) that chooses a piece to activate.

Teacher agent/marker piece will have a set of goals and actions.

System waits for its turn to be true, then it enumerates a piece, then it activates that piece, so that the planner can go through its goals and choose a valid goal with the highest priority and has not yet been ticked. Planner then creates a sequence of actions to complete the goal.

In Tic Tac Toe, each agent/piece will only move once.

In the FSM, GoTo will have a animation of the marker rising vertically from its initial position, to the designated target area, then it lands in that area. Once the Goto state is complete we transition to the animate state.

Animate State: The marker bounces up and down then settles.

Goals	Actions
Win (final Move) - check validity if Agent could win	Mark - marks a location on the board
Prevent_Win (Can we prevent a win - check)	
Check_mate (8 different boards we could	

complete)	
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Goto(board position)