Squad Management Editor:
- Displays all available alive agents in the Game Scene
- Displays all available squads in the Game Scene
- Displays what agents are in what squad, and, or what agents a squad possesses.
- Squads that have been eliminated or absorbed by another due to merging should either not be displayed or kept record of.

Squad Behavior Systems Editor:
- Display what behaviors have been assigned to what squad, and display the orders given to each squad member.

Black Board Editor:

Because the BlackBoard posses all information, including what squads are still available and what agents are alive, then the BlackBoard should display all the information about the battle field.

- Displays all the information written to the BlackBoard
- Display what orders do each agent possess.