

Agent ArtistManagerAgent

<Attribute>

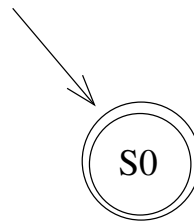
artifact
strategy
reservePrice
currentPrice

<<Ability>>

startAuction()
sendCFP()
closeAuction()
receiveBid()

<<BehaviourRule>>

r1: close auciton if reserved
price is reached.
r2: if more than one bid is
received, accept the first bid



ArtistSeller

