(define (domain gripper-domain)

(:predicates

(room ?r)

(ball ?b)

(gripper ?g)

(at-robby ?r)

(at ?b ?r)

(free ?g)

(carry ?o ?g))

(:action move

:parameters (?from ?to)

:precondition (and (room ?from) (room ?to) (at-robby ?from))

:effect (and (at-robby ?to) (not (at-robby ?from))))

(:action pick

:parameters (?obj ?room ?gripper)

:precondition (and (ball ?obj) (room ?room) (gripper ?gripper) (at ?obj ?room) (at-robby ?room) (free ?gripper))

:effect (and (carry ?obj ?gripper) (not (at ?obj ?room)) (not (free ?gripper))))

(:action drop

:parameters (?obj ?room ?gripper)

:precondition (and (ball ?obj) (room ?room) (gripper ?gripper) (carry ?obj ?gripper) (at-robby ?room))

:effect (and (at ?obj ?room) (free ?gripper) (not (carry ?obj ?gripper)))))