Spike: 07
Title: Goal Oriented Behaviours & Simple Goal Insistence (SGI)

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- Filled in the missing logic to:
    - o Identify the most insistent goal
    - o Select the best action based on utility
- Demonstrated a successful SGI run:
    - o Agent reduced both *Eat* and *Sleep* goals to zero efficiently.
- Created a second version (*gob_broken.py*) to show SHI's limitations:
    - o Added actions with side effects (*eat junk food, sleep on sofa*).
    - o Set up a scenario where actions interfere with each other.
- Successfully forced an infinite loop:
    - o SGI focused on immediate needs, ignoring long-term consequences.