Legend

Expected / Required

Provided

Goal-Directed Behaviours

Navigation Mission

Prioritization Belief:

mission(mission)

Trigger:

!mission(navigate,[Destination])

Goals adopted:

!navigate(Destination)

Custom Mission

Prioritization Belief:

mission(mission)

Trigger:

!mission(Goal, Parameters)

Goals adopted:

Any (should adopt beliefs about the mission parameters)

Navigation

Prioritization Belief:

navigation(navigate)

Trigger: !navigate(Destination)

Beliefs: position(__,_)

Nap

Goals adopted:

!waypoint(__)

Beliefs: locationName(Name,[X,Y])

possible(A,B)

Rules: suc(Current, Next, Cost, Action)

h(Current, Goal, h)

Movement

Prioritization Belief:

movement(waypoint)

Trigger: !waypoint(Destination)

Reactive Behaviours

Resource Management

Prioritization Belief:

health(resource)

Collision Avoidance

Prioritization Belief:

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