1. Hercos

Perceptions:

$$O \rightarrow \text{Obstacle exists}$$

Actions:

$$F \rightarrow \text{Go forward}$$
$$L \rightarrow \text{Turn 90º to the left}$$
$$R \rightarrow \text{Turn 90º to the right}$$

Memory Start:

States:

- F (The agent is roaming freely without having recently found an obstacle)
- O (The agent is currently going around an obstacle)

$$M = [F]$$

Production System:

$$M = [C] \vee M = [F], \ O \rightarrow L, \ M = [C]$$
$$M = [C], \ \neg O \rightarrow F, \ R, \ M = [C]$$
$$M = [F], \ \neg O \rightarrow F, \ M = [F]$$

5. Covardex

Perceptions:

$$O \rightarrow \text{Oponent in front}$$
$$E_c \rightarrow \text{Covardex's energy}$$
$$E_o \rightarrow \text{Oponent's energy}$$
$$\text{comp}(x, y) \rightarrow \text{True if } x \geq y$$

Actions:

$$F \rightarrow \text{Go forward}$$
$$L \rightarrow \text{Turn 90º to the left}$$
$$R \rightarrow \text{Turn 90º to the right}$$
$$K \rightarrow \text{Kill oponent in front}$$

Production System:

11. Novamente Hercos

Perceptions:

$$O \rightarrow \text{Oponent in front}$$
$$E_c \rightarrow \text{Covardex's energy}$$
$$E_o \rightarrow \text{Oponent's energy}$$
$$\text{comp}(x, y) \rightarrow \text{True if } x \geq y$$

Actions:

$$F \rightarrow \text{Go forward}$$
$$L \rightarrow \text{Turn 90º to the left}$$
$$R \rightarrow \text{Turn 90º to the right}$$
$$K \rightarrow \text{Kill oponent in front}$$

Production System:

$$E_c \leq 0 \rightarrow \text{nil}$$
$$O \wedge \neg\text{comp}(E_c, E_o) \rightarrow L$$
$$O \wedge \text{comp}(E_c, E_o) \rightarrow K$$
$$\neg O \rightarrow F$$