Dev Notes 11/23/20

Realized while adding build actions there might be a problem with the current architecture.

At the moment, certain items/building are supposed to be able to create new actions in the world when they are picked up or built. E.g. picking up food might generate an eat action. Building a house may create a rest action.

At the time, this seemed like a good way to do things, as we can design different items to confer new abilities on an agent. This may be a problem though since we are working towards a GOAP method. When GOAP is searching for plans, it needs all the available potential actions. If some actions are only created when e.g. an item is picked up, the GOAP planner cannot use this action.

2 solutions:

1. The GOAP planner generates new available actions based on WorldItems it encounters during planning.
2. We go back to the old method. Agent has all actions it can do as components with requirements. **This actually might end up being neater**. Things like ‘steal’ are tricky, because each item in inventory needs a steal action. Maybe every time inventory updates it just remakes all the steal actions.