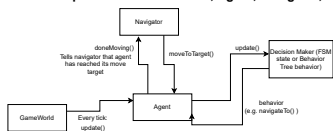
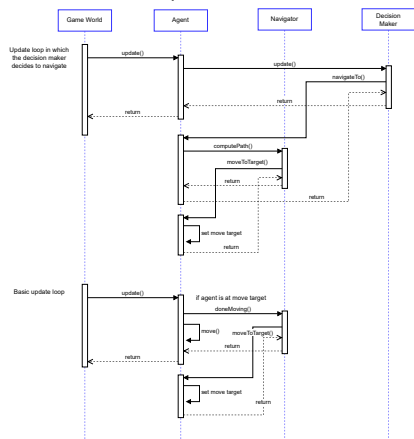


Basic Relationship between GameWorld, Agent, Navigator, and Decision Maker



Call Flow for Game World Update



Class Hierarchy Diagram

