## Challenge 2 : Agent communication

For Agent communication there was send-message (msg) function provided. But act-r-experiment.lisp needs to be updated and also geomates.lisp for sending raw format of msg->rect or msg->disc

Solution : solution to this problem was found by updating act-r-experiment.lisp and geomates.listp

Send.message(msg) is updated so that it sends m key first and then message content

A close-up of a computer code

AI-generated content may be incorrect.

respond-to-key-press (model key) function is updated for msg->rect and msg->disc messages.this message will be added in visicon

A screenshot of a computer program

AI-generated content may be incorrect.

Player info will be continuously update in visicon so that in model we can read it

Then geomates.lisp is updated from this

A computer code on a white background

AI-generated content may be incorrect.

To this so that (:msg->rect (:abc :cde 10 20) is not formatted to (msg->rect (abc cde 10 20)

A computer code with text

AI-generated content may be incorrect.

Working code for this can be found on the following location

<https://github.com/SandeshGavhane/DeepSeek_ICA_Agent/blob/main/geomates/DeepSeekAgent_Version6_MessageSending.lisp>

<https://github.com/SandeshGavhane/DeepSeek_ICA_Agent/blob/main/geomates/act-r-experiment.lisp>

<https://github.com/SandeshGavhane/DeepSeek_ICA_Agent/blob/main/geomates/geomates.lisp>