

Agent Roles + Reasoning Loop + Task Breakdown

1 Agent Roles

Crew Assignment Agent

- Goal: Ensure legal, qualified crew are assigned for the flight sequence.
 - Responsibilities:
 - Check assigned crew legality.
 - Search for and assign spare crew if needed.
 - Trigger repositioning if spare crew aren't at the required location.
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Ops Support Agent

- Goal: Handle downstream logistics for disrupted or reassigned crew.
 - Responsibilities:
 - Book hotels.
 - Arrange transport if hotels are full.
 - Generate comms for dispatch / crew control.
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Policy Agent (optional/minimal for hackathon)

- Goal: Retrieve guidance on exceptional conditions.
 - Responsibilities:
 - Provide union/company/FAA rules or escalation protocol when standard options fail.
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2 Reasoning Loop

Example loop for Crew Assignment Agent

1 Receive flight disruption info

- Delay detected → check assigned crew legality (via `duty_hour_checker`).

2 If legal → proceed

- Update plan, monitor for further delay.

3 If illegal → search spare pool

- Query spares at current and destination station.

4 If spare found → assign

- If spare at wrong location → trigger repositioning search.

5 If no spare or reposition fails → query policy

- Retrieve escalation instructions.

Example loop for Ops Support Agent

1 Receive crew disruption info

- Stranded or reassigned crew → attempt hotel booking.

2 If hotel full → arrange transport to alternative accommodation.

3 Send notification to ops leadership.

3 Breakdown of Task Areas

This is where you can think in “agile-style” stories for team members.

| Task | Owner | Dependency |
|--|----------------------------|--------------------------------|
| Design + mock flight schedule data | Data teammate | Input to tools |
| Design + mock crew roster data | Data teammate | Input to tools |
| Build tool mocks: query_flight_status, query_crew_roster | Tools teammate | Uses flight + crew data |
| Build tool mocks: query_spare_pool, duty_hour_checker | Tools teammate | Uses crew + rules data |
| Build tool mocks: book_hotel, arrange_transport | Tools teammate | Uses hotel data |
| Write agent prompt for Crew Assignment Agent | Agent teammate | Needs tool interface spec |
| Write agent prompt for Ops Support Agent | Agent teammate | Needs tool interface spec |
| Write reasoning scenario for testing | Lead (you) or shared | Guides whole system |
| Assemble orchestrator | Lead (you) or dev teammate | Brings agents + tools together |
| Create presentation / result summary | Lead + comms teammate | Final pitch |

4 How agents coordinate ?

- Crew Assignment Agent identifies what needs doing → triggers Ops Support Agent as necessary.
- Agents pass info through orchestrator (or a simple controller script).
- No deep negotiation needed for MVP — just handoff points where one agent’s decision creates a task for the next.

5 What we can achieve

- ☒ Clear separation of reasoning responsibilities (crew vs ops).
 - ☒ Reasoning loops that adapt at runtime to tool results, not pre-coded sequence.
 - ☒ A design that shows agent value *without trying to build the entire airline*.
 - ☒ A structure that can scale into a full multi-agent system later.
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