

Tutorials and Tools

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Preface

This is test

To learn more about Quarto books visit <https://quarto.org/docs/books>.

1 Introduction

This is a book created from markdown and executable code.

See Knuth (1984) for additional discussion of literate programming.

2 The Interface: Your Dashboard of Possibilities

- Left Panel: Workspace Hub
 - Right Panel: Control Station
 - Center Panel: Interaction Space
 - Navigating the Interface
 - Tips for getting comfortable with the layout

3 Crafting Your First Agent: Getting Started with Bots

- Creating a new agent: Step-by-step
 - Naming your agent: Keep it descriptive
 - Assigning roles: Logistics vs. Game development applications
 - Basic agent instructions: Starting simple
 - A walkthrough for a first-time agent

4 Summary

In summary, this book has no content whatsoever.

References

Knuth, Donald E. 1984. “Literate Programming.” *Comput. J.* 27 (2): 97–111. <https://doi.org/10.1093/comjnl/27.2.97>.