## Report

- fluents used in the project and what they mean and a description of their arguments.
  - currentSituation(agent\_loc(X1,Y1), ships\_loc(L1), Passengers1, result(Action, agent\_loc(X,Y), ships\_loc(L), Passengers)):-
    - Description: Describes the current state of the world
    - Arguments:
      - X, Y: The current location of the agent
      - L: The current ships
      - Passengers: The current number of passengers with the CG
      - Action: The action to be executed
      - X1, Y1: The location of the agent after executing the action
      - L: The ships after executing the action
      - Passengers: The number of passengers with the CG after executing the action
  - step("Step", X, Y, X1, Y1, P, Pnew, Ships, ShipsNew) :-
    - Description: executes one of the 6 steps "up, down, left, right, pickup and drop"
    - Arguments:
      - X, Y: The current location of the agent
      - Ships: The current ships
      - P: The current number of passengers with the CG
      - Step: one of the possible 6 steps
      - X1, Y1: The location of the agent after executing the step
      - ShipsNew: The ships after executing the step
      - Pnew: The number of passengers with the CG after executing the step
  - goalTest(X,Y,ShipsNew,Pnew):-
    - Description: checks if the arguments of a specific state pass the goal test.
    - Arguments:
      - X, Y: The current location of the agent
      - ShipsNew: The current ships
      - Pnew: The current number of passengers with the CG
  - path(X, Y, Pnew, ShipsNew, Actions, Result)
    - Description: gets the path to the goal state
    - Arguments:
      - X, Y: The current location of the agent
      - ShipsNew: The current ships
      - Pnew: The current number of passengers with the CG
      - Actions: the actions that took us to the goal
      - Result: the final sequence of actions that took us to the goal
  - goal(S)
    - Description: gets the path to the goal state or checks whether a given path leads to a goal state
    - Arguments:

- S: the given / resulting path
- an explanation of the successor state axioms you implemented:
  - o currentSituation: describes the state of the world as following:
    - The current state of the world that happened as a result of executing a specific action on the previous state of the world.
- some test cases, their outputs and how long it takes to run:
  - o 1st KB:
    - goal(result(drop, result(up, result(left, result(pickup, result(right, result(down,result(drop, result(left, result(pickup, result(right, result(down, s0))))))))))))))))))))))
      Runtime = 1.406
    - goal(result(drop, result(up, result(left, result(pickup, result(down, result(right,result(drop, result(left, result(pickup, result(down, result(right, s0))))))))))))))
      Runtime = 1.641