

# Multi-Agent Programming Contest 2016

## Participation Registration Template

To be added...

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**Abstract.** Please follow the given template structure for your submission by answering the questions as concisely as possible, not exceeding the total of **5** pages. It is vital to explain in this submission how you are using a multiagent approach.

Please submit this document as PDF to *tba*

due  
**15th of August**

### Introduction

Note: The information you provide in this vary section will be made available to all participants. We will put it on the homepage.

1. What is the name of your team?
2. Who are the members of your team? Please provide names, academic degrees and institutions.
3. Who is the main-contact? Please also provide an Email address.
4. How much time (man hours) will you have invested (approximately) until the tournament?

### System Analysis and Design

1. Briefly, what is the main strategy of the team?
2. Will you use any existing multi-agent system methodology such as Prometheus, O-MaSE, or Tropos?
3. Do you plan to distribute your agents on several machines?
4. Is your solution based on the centralisation of coordination/information on a specific agent? Conversely if you plan a decentralised solution, which strategy do you plan to use?
5. Describe the communication strategy in the agent team. Can you estimate the communication complexity in your approach?
6. Describe the team coordination strategy (if any)
7. How are the following agent features implemented: *autonomy*, *proactiveness*, *reactiveness*?

## Software Architecture

1. Which programming language do you plan to use to implement the multi-agent system? (e.g. 2APL, Jason, Jadex, JIAC, Goal, Java, C++, ...)
2. Which development platform and tools are you planning to use?
3. Which runtime platform and tools are you planning to use? (e.g. Jade, AgentScape, simply Java, ...)
4. Which algorithms will be used?

Please explain the reasons for your answers.

## Agent team strategy

Please address the following points, or at least comment if not applicable:

1. Describe the team coordination strategy (if any)
2. Does your team strategy use some distributed optimization technique w.r.t. e.g. minimizing distances travelled by the agents?
3. Describe and discuss the information exchanged (and shared) in the agent team.
4. Describe the communication strategy in the agent team. Can you estimate the communication complexity in your approach?
5. Did your system do some background processing, i.e. some computation which happened while agents of the team were *idle*, e.g. between sending an action message to the simulation server and receiving a perception message for the subsequent simulation step?
6. Possibly discuss additional technical details of your system like e.g. failure/crash recovery and alike.