

## Lord / Overlord

- Analyzes DPs to compute ball possession
- Decides between main strategies: defend goal, obtain ball, and score goal
- Passes the strategy on

## Strategy

## FieldMarshal

- Consumes a strategy
- Decides the operational mobility that should be employed to achieve the strategy
- Passes the result on

## Operation

## PathFinder

- Consumes an operation
- Decides the tactics that should be employed to achieve the operation
- Sends primitive commands that represent the tactics