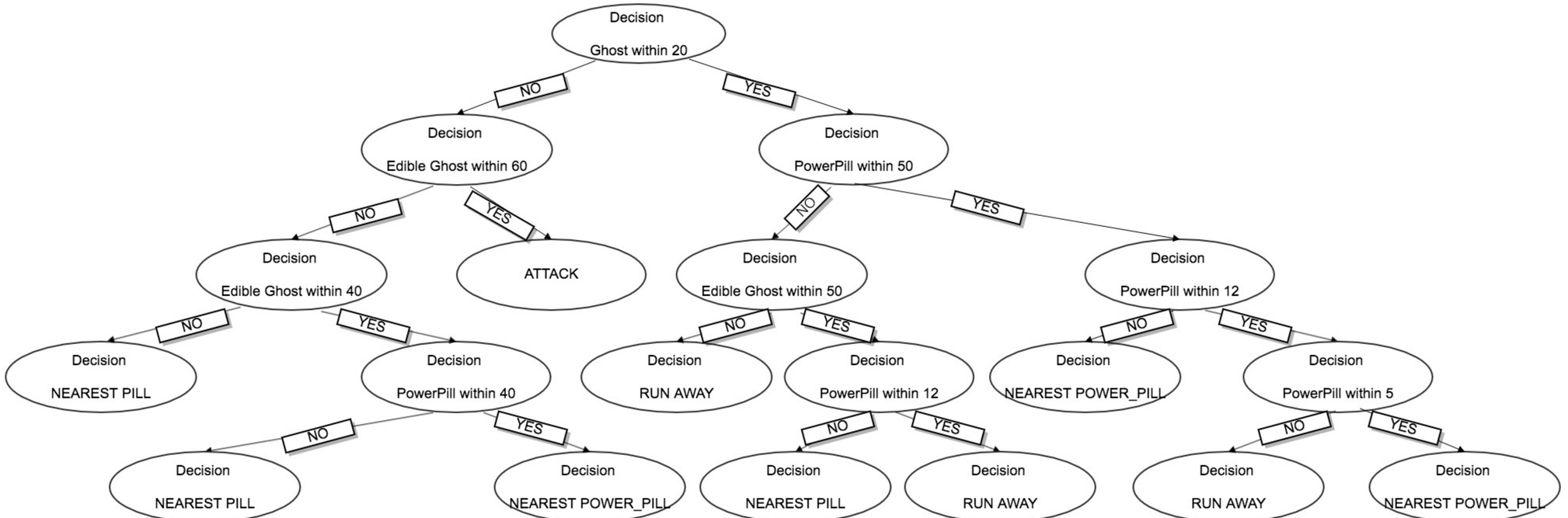
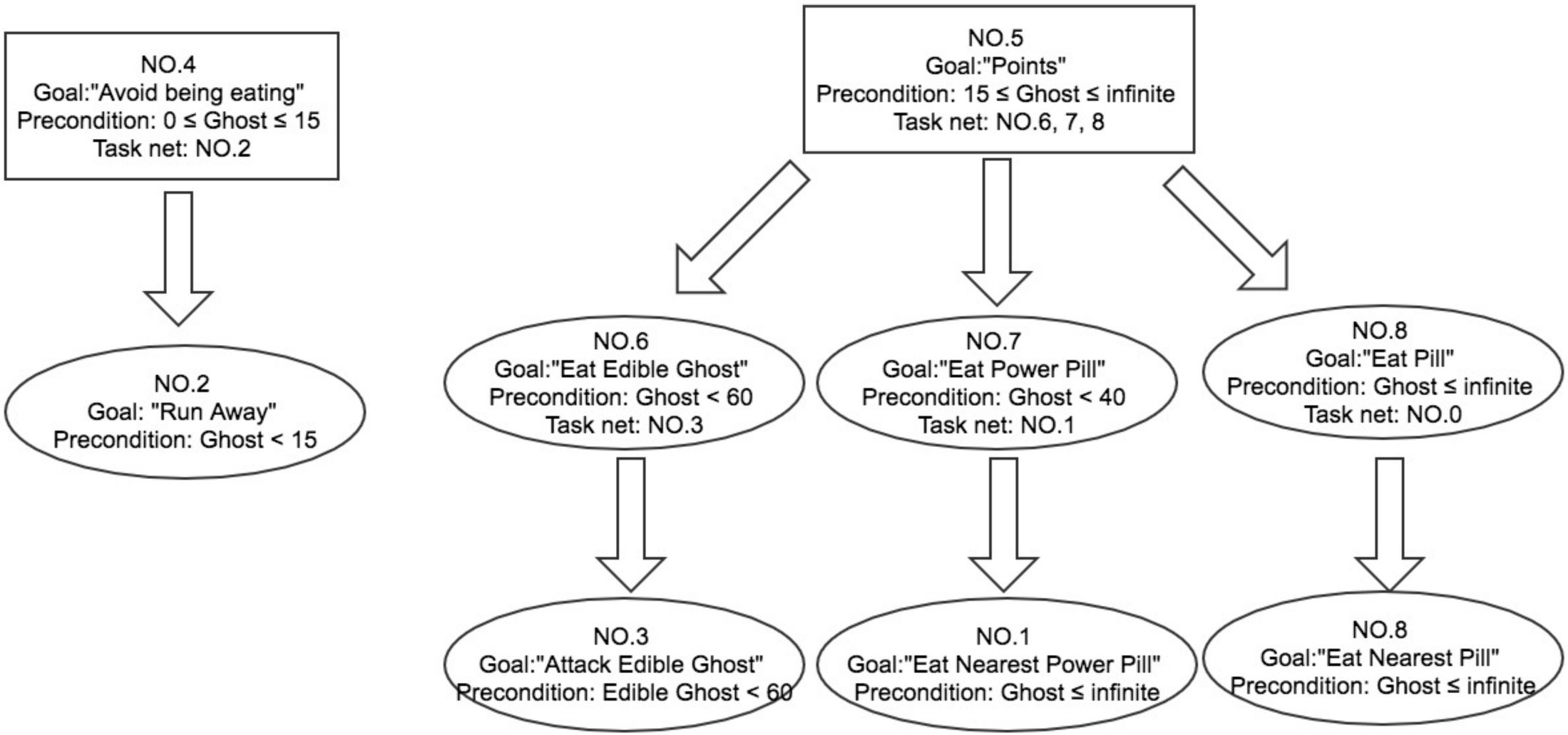
Decision Tree Graph



RAP TREE


NO.4
Goal:"Avoid being eating"
Precondition: 0 ≤ Ghost ≤ 15
Task net: NO.2
NO.2
Goal: "Run Away"
Precondition: Ghost < 15
NO.5
Goal:"Points"
Precondition: 15 ≤ Ghost ≤ infinite
Task net: NO.6, 7, 8
NO.6
Goal:"Eat Edible Ghost"
Precondition: Ghost < 60
Task net: NO.3
NO.7
Goal:"Eat Power Pill"
Precondition: Ghost < 40
Task net: NO.1
NO.8
Goal:"Eat Pill"
Precondition: Ghost ≤ infinite
Task net: NO.0
NO.3
Goal:"Attack Edible Ghost"
Precondition: Edible Ghost < 60
NO.1
Goal:"Eat Nearest Power Pill"
Precondition: Ghost ≤ infinite
NO.8
Goal:"Eat Nearest Pill"
Precondition: Ghost ≤ infinite