

# Negotiation Project

Bas Dado, Tom Viering, Arnold Schutter, Tom Runia, Olivier Hokke

December 15, 2013

## 1 Introduction

TODO: Introduction to the assignment

## 2 High-Level Description of the Agent

TODO: a high-level description of the agent and its structure, including the main Java methods(mention these explicitly!) used in the negotiating agent that have been implemented in the source code.

## 3 Negotiation Strategy

TODO: an explanation of the negotiation strategy, decision function for accepting offers, any important preparatory steps, and heuristics that the agent uses to decide what to do next, including the factors that have been selected and their combination into these functions.

## 4 Testing & Performance

TODO: a section documenting the tests you performed to improve the negotiation strength of your agent. You must include scores of various tests over multiple sessions that you performed while testing your agent. Describe how you set up the testing situation and how you used the results to modify your agent.

## 5 Questions

### 5.1 Analysis of the Party Domain

(a) test

## 6 Conclusion

TODO: a conclusion in which you summarize your experience as a team with regards to building the negotiating agent and discuss what extensions are required to use your agent in real-life negotiations to support (or even take over) negotiations performed by humans.

```
public Action chooseAction () { Action action = null;
    try {
        if (actionOfPartner == null) {
            action = chooseRandomBidAction ();
        }
        if (actionOfPartner instanceof Offer) {
            Bid partnerBid = ((Offer) actionOfPartner).getBid();
        }
    } catch
    {
        e.printStackTrace();
        action = new Accept(getAgentID()); // best guess if things go wrong.
    }
    return action;
}
```

## References

[1] W. Pasman, *Elevator Environment*. TU Delft, 2009.