

# Challenge 2

Autonomous Software Agents

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# Requirements for the participation

- Each group should have two agents able to
  - Sense the environment
  - Do Belief revision
  - Do Intention Revision
  - Use planner (running in your own machine)
  - Play a coordination strategy
- The game
  - Collect packages and deliver them into the delivery zone
  - Each package will have a timer
  - The map will be provided when we start the challenge
- Use the same agent's name of challenge 1 for both agents + 1 and 2 (eg., TN\_1 and TN\_2)
- The challenge will be the **4<sup>th</sup> of June** (registration by 31<sup>st</sup> May):  
<https://forms.gle/B1qR72MrbYeGFstk6>

# Organization of the challenge

- Challenge 2 is organized as challenge 1
  - Q1, Q2 and Q3
  - For each Q, there will be 3 matches with different configurations of environment
  - In Q1, all teams (N) participate: the best 10 move on to Q2. The best 5 teams from Q2 proceed to Q3. The results of Q3 determine the result of the challenge
  - The points awarded to teams in each match correspond to the inverse of the ranking formed by summing the points each agents of each team has acquired in the match. The team that ranks first receives N points while the team that ranks last receives 1 point, the team that ranks second receives N-1 points, and so on.
  - At the end of the Q, the acquired points will be summed up and a ranking will be formed to proceed to the next Q or to determine the winner in the Q3.
  - Each Q will take approximal 30 minutes