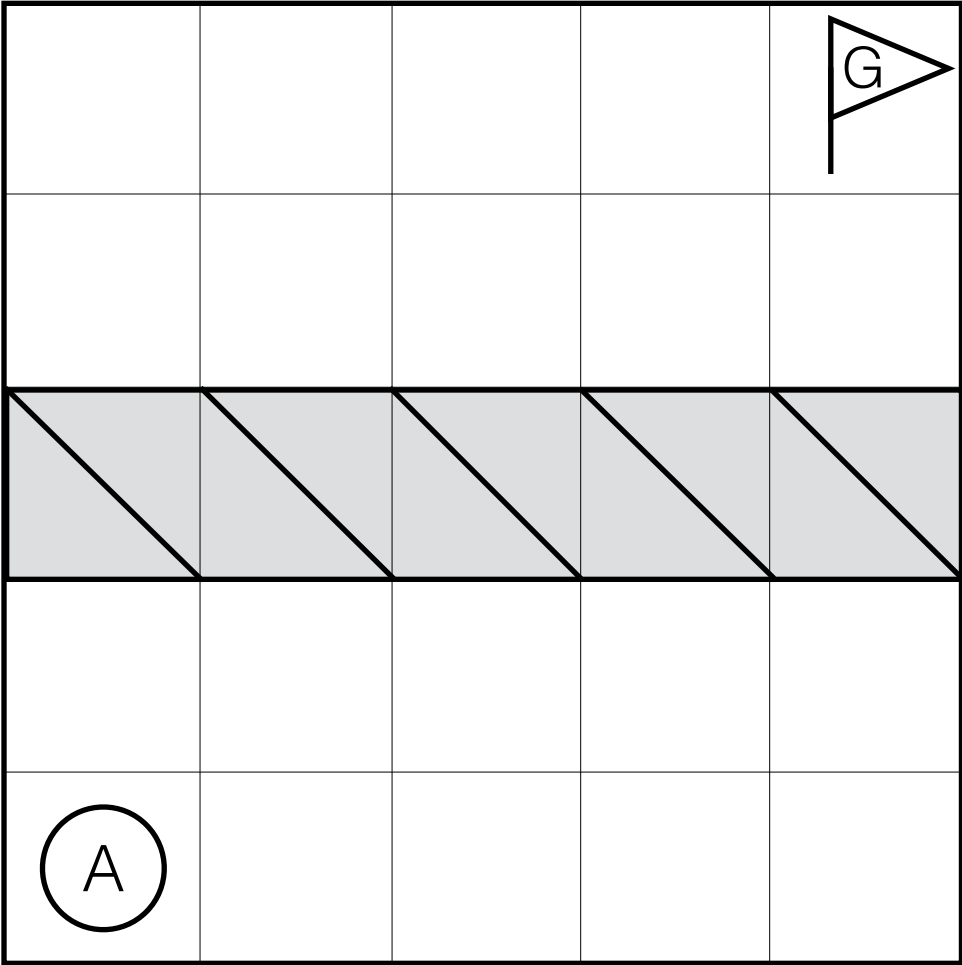


# BRIDGEWORLD



$$\Delta_1 := \langle onPlane, reachGoal \rangle \implies \alpha = \{\leftarrow \updownarrow \rightarrow\}$$

$$\Delta_2 := \langle nearTrench, reachGoal \rangle \implies \alpha = \{\leftarrow \updownarrow \rightarrow, \square\}$$

$$\Delta_3 := \langle nearWall, reachGoal \rangle \implies \alpha = \{\leftarrow \updownarrow \rightarrow, \boxtimes\}$$

Affordances for BRIDGEWORLD

$$\Delta_1 := \langle onPlane, reachGoal \rangle \implies \alpha = \{\leftrightarrow\}$$

$$\Delta_2 := \langle nearTrench, reachGoal \rangle \implies \alpha = \{\leftrightarrow, \square\}$$

$$\Delta_3 := \langle nearWall, reachGoal \rangle \implies \alpha = \{\leftrightarrow, \boxtimes\}$$

