Introduction:

* Multi agent dynamics in general, applications.
* The approach of the game with those dynamics.
* Which stages of the game are we are approaching and with which behaviors?
* **The game**: what is the game, how many stages it has and the corresponding possible behaviors.

Headings:

* **Methodology**: the behaviors with which we approach the stages we selected and why. Define all the assumptions needed for the implementation of the behavior, e.g.:
  + Type of robots used: sensors, actuators and communication capabilities.
  + Assumptions on the environment.
  + Relationship with the entire game.
* **Formation control**: what is need for the behavior, the dynamics used and the assumptions. Describe and motivate, using the material learned in the course, what control are used and how it is implemented for the solution of the behavior.
* **Exploration**: what is need for the behavior, the dynamics used and the assumptions. What is need for the behavior, the dynamics used and the assumptions. Describe and motivate, using the material learned in the course, what control are used and how it is implemented for the solution of the behavior.
* **Cyclic pursuit**: what is need for the behavior, the dynamics used and the assumptions. What is need for the behavior, the dynamics used and the assumptions. Describe and motivate, using the material learned in the course, what control are used and how it is implemented for the solution of the behavior.