a) Events for the board configuration

newDay (Day)

characterAppears (Day, Subject, Background, Foreground, Shape, Cell)

colorSpotAppears (Day, Spot, Color, Cell)

colorSpotDisappears (Day, Spot)

areNear (Day, Subject, [Characters])

b) Daily pieces' events

naturalChange (Day, Subject, OldColor, NewColor)

#BBBBBB → #7F7F7F

isEnemyOf (Day, Subject, [Enemies])

isFriendOf (Day, Subject, [Friends])

joy (Day, Subject, JoyLevel)
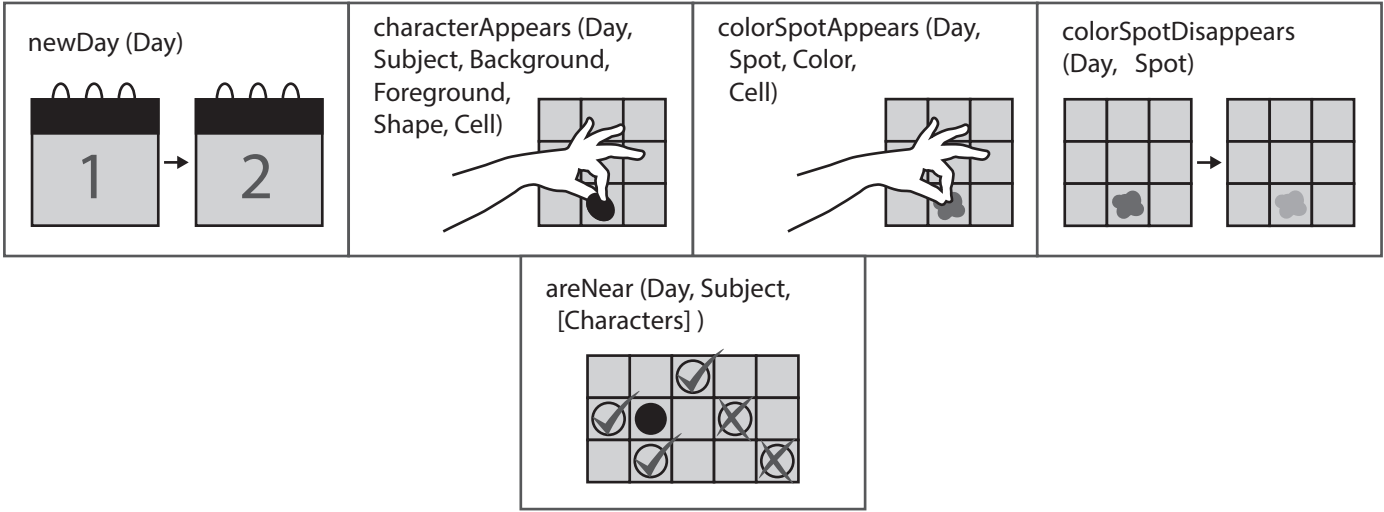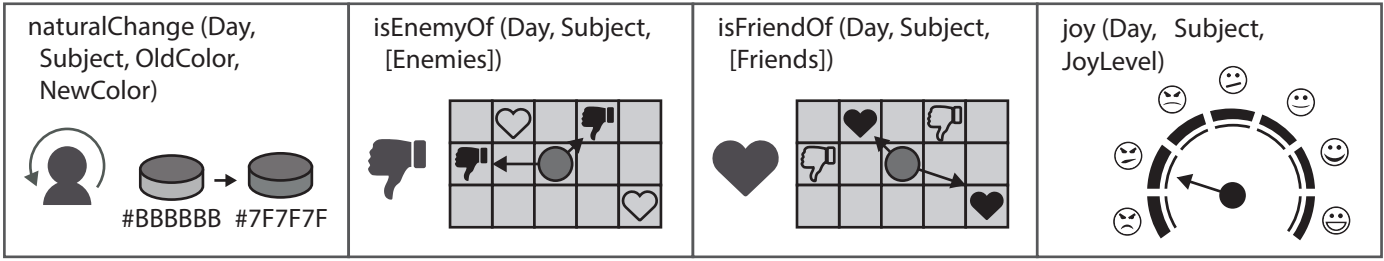
c) Conditions in the Behavior Tree (emotions and checks)

canImproveFriendSimilarity (Day, Subject, Friend)

canIReduceEnemySimilarity (Day, Subject, Enemy)

canImproveSelfSimilarity (Day, Subject, Spot)

hasAnticipation (Day, Subject, Spot)

hasFear (Day, Subject, Enemy)

isSad (Day, Subject)

isSurprised (Day, Subject)

trusts (Day, Subject, Friend)
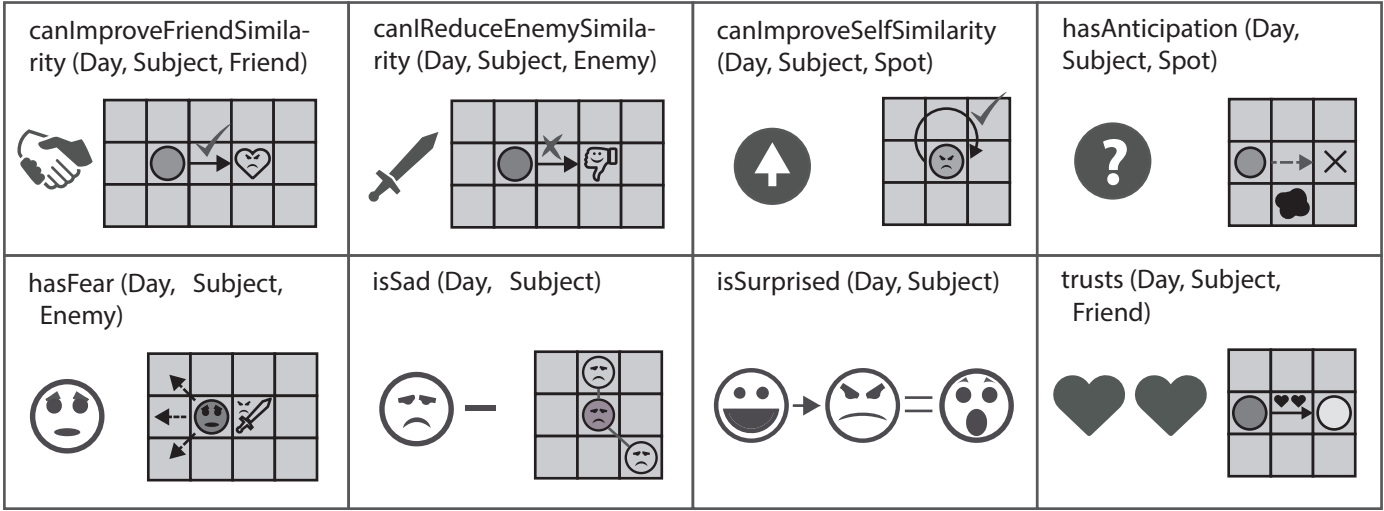
d) Actions in the Behavior Tree (Strategies)

displaces (Day, Subject, Enemy, Cell)

givesTurn (Day, Subject, Friend)

moves (Day, Subject, Cell)

movesAway (Day, Subject, Cell)

skipsTurn (Day, Subject)

stains (Day, Subject, Spot)

transfersColor (Day, Subject, Cell)