
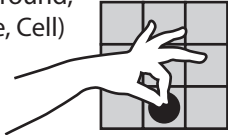

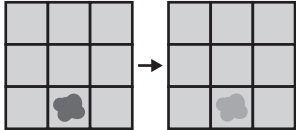
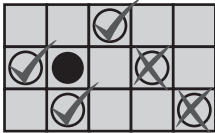
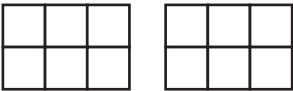
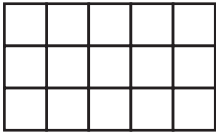
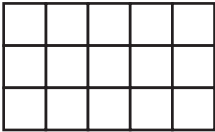
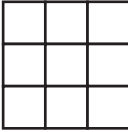


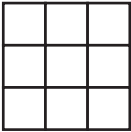
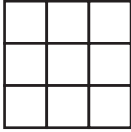
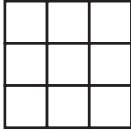
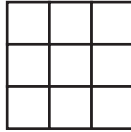
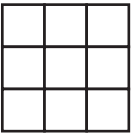
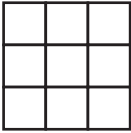
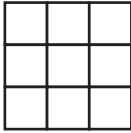
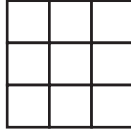
a) Events for the board configuration

<p>newDay (Day)</p> 	<p>characterAppears (Day, Subject, Background, Foreground, Shape, Cell)</p> 	<p>colorSpotAppears (Day, Spot, Color, Cell)</p> 	<p>colorSpotDisappears (Day, Spot)</p> 
<p>areNear (Day, Subject, [Characters])</p> 			

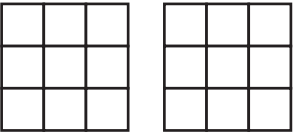
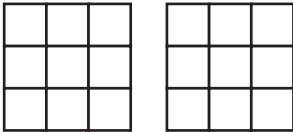
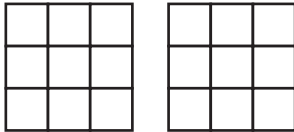
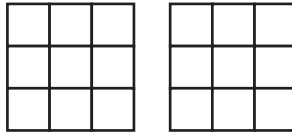
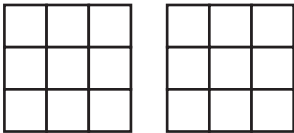
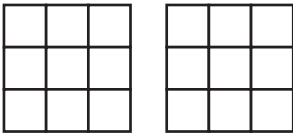
b) Daily pieces' events

<p>naturalChange (Day, Subject, OldColor, NewColor)</p> 	<p>isEnemyOf (Day, Subject, [Enemies])</p> 	<p>isFriendOf (Day, Subject, [Friends])</p> 	<p>joy (Day, Subject, JoyLevel)</p> 
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c) Conditions in the Behavior Tree (emotions and checks)

<p>canImproveFriendSimilarity (Day, Subject, Friend)</p> 	<p>canReduceEnemySimilarity (Day, Subject, Enemy)</p> 	<p>canImproveSelfSimilarity (Day, Subject, Spot)</p> 	<p>hasAnticipation (Day, Subject, Spot)</p> 
<p>hasFear (Day, Subject, Enemy)</p> 	<p>isSad (Day, Subject)</p> 	<p>isSurprised (Day, Subject)</p> 	<p>trusts (Day, Subject, Friend)</p> 

d) Actions in the Behavior Tree (Strategies)

<p>displaces (Day, Subject, Enemy, Cell)</p> 	<p>givesTurn (Day, Subject, Friend)</p> 	<p>moves (Day, Subject, Cell)</p> 	<p>movesAway (Day, Subject, Cell)</p> 
<p>skipsTurn (Day, Subject)</p> 	<p>stains (Day, Subject, Spot)</p> 	<p>transfersColor (Day, Subject, Cell)</p> 