```
go(?movable, ?room)
    ?movable is Movable, ?room is Room
    pre ?movable room != ?room,
        ?room locked false
    eff ?movable room ?room


grab(?graber, ?pickable)
    ?graber is Graber, ?pickable is Pickable
    pre ?graber holds nothing,
        ?graber room = ?pickable room
    eff ?graber holds ?pickable


unlock(?graber, ?room)
    ?graber is Graber, ?room is Room
    pre ?room locked, ?graber holds keys
    eff ?graber holds nothing,
        ?room locked false
```

KITCHEN

Lollipop

Robot   Keys

CORRIDOR   LIVING-ROOM

G robot holds lollipop