ActionRobot56_0

ActionRobot56hasActor: Human
hasObject: has define Move to <Actor>
hasLocation: On top of <Actor>
ActionRobotion: Break <object> in <location>
has Actor: Human Situation56 1 hasNextSituation Situation56_0 hasObject: Large rock hasActor: Human hasActionRobot hasSituation CP56 hasTicksLasted: 2753 hasCPLabel: Breaking large rocks hasCPNum: 56 hasRoundNumber: 2 hasTimeScore: 7100 hasParticipantNumber: 4086 hasActionHuman ActionHuman56 0 hasAction: Move to <\(\bar{O}\)bject> hasObject: Large rock asNextActionHu ActionHuman56_1

hasNextActionHuman

ActionHuman56_2