Radtoad

Performance measure

Player is being killed

Environment

Fallout 76 walkable terrain

Partially observable
Rocks and other environmental stuff can block the sight.

Multiagent (competitive)
The goal – to decrease enemy's HP. Collaborations with other radtoads not present.

Deterministic
Attack and movement patterns are strictly defined.

Sequential
Current radtoad decision may affect future ones (e. g. killing the player).

Dynamic
Environment can be unpredictably changed by a player.

Continuous
Location and rotation of a radtoad may vary.

Actuators

- Tongue - attack to middle-distance HP reduce
- Teeth - attack to short-distance HP reduce
- Eggsack - drop eggs as proximity mines for delayed HP reduce
- Legs - shorten distance to enemy
- Throat - sound indicate of taken damage

Sensors

- Eyes - detect enemy