

In the process of solving the project, I found some issues and questions, and already talked with the professor to make it clear:

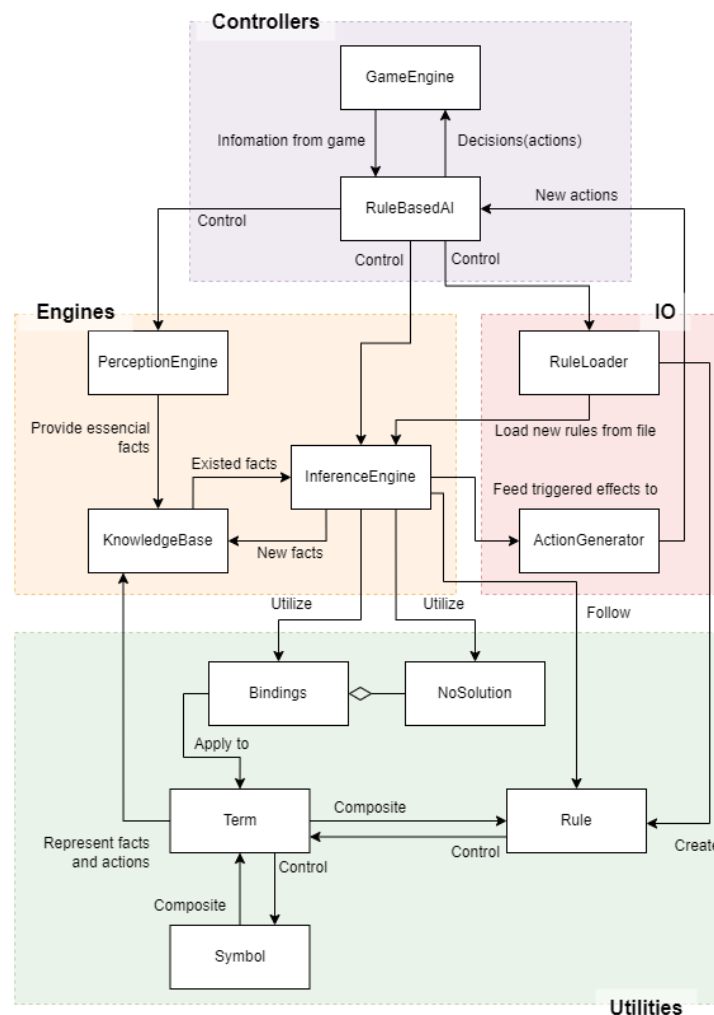
Found Issues:

1. Typo in rules.txt: "Light" should be "Knight" → fix it
2. Content mistake: goldNeedFor and woodNeedFor in doBuildBase should call "base" but not "worker" → fix it

Questions:

1. Are we expected to train WKnight or WFootman? → either is fine

Then it comes to my implementation. It is a really huge project, so I also created a diagram to make it easier to understand.



While the design goes from top to bottom, implementation usually goes from bottom to top. I first constructed the utilities like Symbol, Term, Rule and Bindings, then I build the KnowledgeBase and RuleLoader. The PerceptionEngine and InferenceEngine takes me a lot of time. And In the end, I finish the ActionGenerator.

Here I only give a short description of the steps I built the system. If you need more detail about how and why it goes like this, please check my [YouTube video](#) for more detail. Thanks!