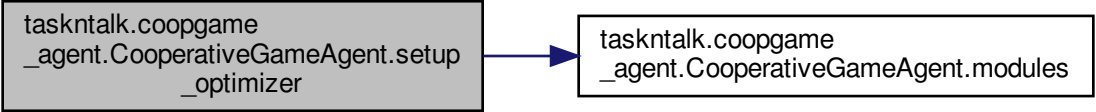


```
taskntalk.coopgame  
_agent.CooperativeGameAgent.setup  
_optimizer
```



A diagram showing a transition from a setup state to a module state. On the left, a gray rectangular box contains the text 'taskntalk.coopgame', '_agent.CooperativeGameAgent.setup', and '_optimizer'. A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text 'taskntalk.coopgame', '_agent.CooperativeGameAgent.modules', and an empty space below the second line.

```
taskntalk.coopgame  
_agent.CooperativeGameAgent.modules
```