

# Multi-Agent Programming Contest 2012

## Participation Registration

**Abstract.** Please follow the given template structure for your submission by answering the questions as concisely as possible, not exceeding the total of 4 pages. It is vital to explain in this submission how are you using a multiagent approach.

### Introduction

Note: the information you provide in this section will be made available to all participants. We will put it on the homepage.

1. What is the name of your team?  
LTI-USP-TEAM
2. Who are the members of your team? Please provide names, academic degrees and institutions.

Team members:

Mariana Ramos Franco - MSc. Student at University of So Paulo

Luciano Rosset - Undergraduate Student at University of So Paulo

Supervisor:

Jaime Simao Sichman - Associated Professor at University of So Paulo

3. Who is the main-contact?
4. How much time (man hours) will you have invested (approximately) until the tournament?

### System Analysis and Design

1. Briefly, what is the main strategy of the team?
2. Will you use any existing multi-agent system methodology such as Prometheus, O-MaSE, or Tropos?
3. Do you plan to distribute your agents on several machines?
4. Is your solution based on the centralisation of coordination/information on a specific agent? Conversely if you plan a decentralised solution, which strategy do you plan to use?
5. Describe the communication strategy in the agent team. Can you estimate the communication complexity in your approach?
6. Describe the team coordination strategy (if any)
7. How are the following agent features implemented: *autonomy*, *proactiveness*, *reactiveness*?

## Software Architecture

1. Which programming language do you plan to use to implement the multi-agent system? (e.g. 2APL, Jason, Jadex, JIAC, Java, ...)
2. Which development platform and tools are you planning to use?
3. Which runtime platform and tools are you planning to use? (e.g. Jade, AgentScape, simply Java, ....)
4. Which algorithms will be used?

Please explain the reasons for your answers.