

# Prisoner



**Query DF Service  
for Gamemaster**

searchUntilFound

handleRequest -->  
agree was omitted  
for terseness

Strategies are:  
ConstantStrategy,  
RandomStrategy,  
TitForTatStrategy  
all strategies are One-  
Shot-Behaviours

## ParallelBehaviour

**AchieveREResponder**

prepareResultNotification

**Strategy**

done

**SubscriptionInitiator**

handleInform

**Store in  
History**

done

