



Prisoner

start

Query DF Service
for Gamemaster

searchUntilFound

handleRequest -->
agree was omitted
for terseness

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

ParallelBehaviour

prepareResultNotification

AchieveREResponder

Strategy

done

handleInform

SubscriptionInitiator

Store in
History

done

Gamemaster

handleRequest -->
agree was omitted
for terseness

