# Agent Actions:

## Customer

### SitDown

* Cost:
* Preconditions: ~sittingDown
* Effect: sittingDown

### OrderFood

* Cost:
* Preconditions: sittingDown, isHungry, ~hasOrdered
* Effect: hasOrdered

### Eat

* Cost:
* Preconditions: isHungry, hasFood
* Effect: ~isHungry

### Leave

* Cost:
* Preconditions: ~isHungry
* Effect: ~sittingDown, eatFood

## Waiter

### TakeOrder

* Cost:
* Preconditions: ~customerAvailable, canRememberMoreOrders
* Effect: ordersToBePlaced++, ~customerAvailable, canRememberMoreOrders?

### PlaceOrders

* Cost:
* Preconditions: hasOrders
* Effect: ~hasOrders, ordersToBePlaced=0, canRememberMoreOrders,

### DeliverFood

* Cost:
* Preconditions: customerWaiting, foodReady
* Effect: hasFood, serveCustomer

// TODO: Remove?

### CleanTable

* Cost:
* Preconditions: ~tableReady
* Effect: tableReady,