## Customer

Goals

* **sitDown**
* **eatFood**

### Actions

* SitDown
  + Cost: 1.0
  + Preconditions: ~sittingDown
  + Effect: sittingDown, sitDown
  + Other Conditions: There is an empty seat available
* Eat
  + Cost: 1.0
  + Preconditions: isHungry
  + Effect: ~isHungry
  + Other Conditions: There is food nearby
* Leave
  + Cost: 1.0
  + Preconditions: ~isHungry
  + Effect: ~sittingDown, **eatFood**

## Waiter

### Goals

* **severCustomer**

### Actions

* CollectFood
  + Cost: 2.0
  + Preconditions: canHoldMoreFood
  + Effect: hasFood
  + Other Conditions: There is food at the counter and the counter is nearby
* DeliverFood
  + Cost: 3.0
  + Preconditions: hasFood
  + Effect: canHoldMoreFood, **serveCustomer**
  + Other Conditions: There is a customer nearby who is waiting for food