```python
from swarms import Agent, OpenAIChat, MessagePool


# Agents
agent1 = Agent(
    llm=OpenAIChat(
        system_prompt=(
            "You are a Minecraft player. What's your favorite"
            " building style?"
        )
    ),
    agent_name="Steve",
    agent_description="A Minecraft player agent",
    max_steps=1,
)


agent2 = Agent(
    llm=OpenAIChat(
        system_prompt=(
            "You are a Minecraft builder. What's your most impressive"
            " creation?"
        )
    ),
    agent_name="Bob",
    agent_description="A Minecraft builder agent",
    max_steps=1,
```

```python
)

agent3 = Agent(

    llm=OpenAIChat(

        system_prompt=(

            "You are a Minecraft explorer. What's the most"

            " interesting place you've discovered?"

        )

    ),

    agent_name="Alex",

    agent_description="A Minecraft explorer agent",

    max_steps=1,

)


agent4 = Agent(

    llm=OpenAIChat(

        system_prompt=(

            "You are a Minecraft adventurer. What's the most"

            " dangerous situation you've been in?"

        )

    ),

    agent_name="Ender",

    agent_description="A Minecraft adventurer agent",

    max_steps=1,

)
```

```python
moderator = Agent(
    llm=OpenAIChat(
        system_prompt=(
            "You are a Minecraft moderator. How do you handle"
            " conflicts between players?"
        )
    ),
    agent_name="Admin",
    agent_description="A Minecraft moderator agent",
    max_steps=1,
)


# Create a message pool
pool = MessagePool(
    moderator=moderator,
    agents=[agent1, agent2, agent3, agent4],
    turns=4,
    show_names=True,
    autosave=True,
)


# Add a message to the pool
pool.add(
    agent=agent1,
    content="Hello, agent2!",
    turn=1,
```

```python
)

# Get all messages
out = pool.get_all_messages()
print(out)




# Get visible messages
messages = pool.get_visible_messages(agent=agent1, turn=1)
print(messages)


# Get visible messages
# pool.query("Hello, agent2!")
```