Slide 3: Introduce the environment, different agents, and their internal status.

Slide 4: Introduce how the stats change

Slide 6: Introduce all actions the agents have

Slide 8: Introduce the three formulas we used

Slide 9: Talked about Linear, why it’s simple,

Slide 10: Talked about Quadratic, why

Slide 11: Talked about PLC, why designers can have a better degree of control

Slide 12: Maybe talked about some different ways for picking an action? Then emphasize that we are using the highest scoring option, also, this way is suitable for some genres like strategy games or chess games.