Brainstorming

- Classes:
 - Interface
  - Agents
    - **Type A**
      - Scooter
      - Bike
    - Type B
      - Bus
      - Metro
      - Train
    - **Type C**
      - Taxi
      - Shared cars
  - Users
  - Core
    - --> communication
  - Map

X_o

X_1
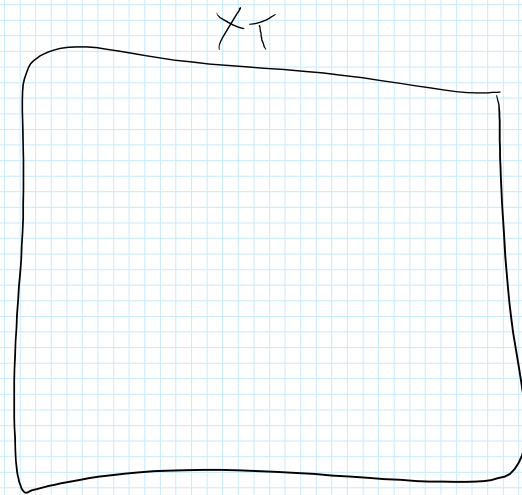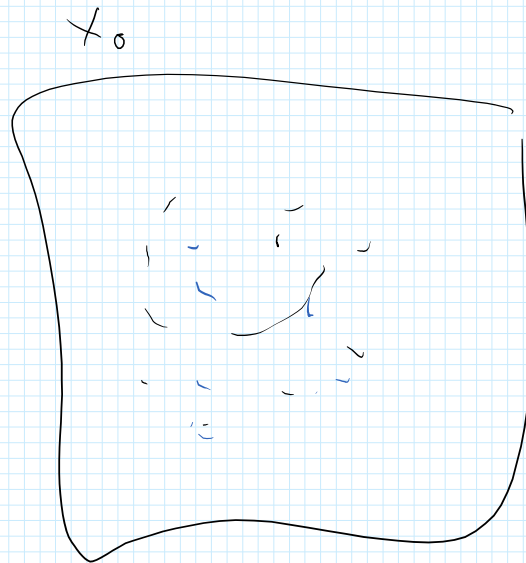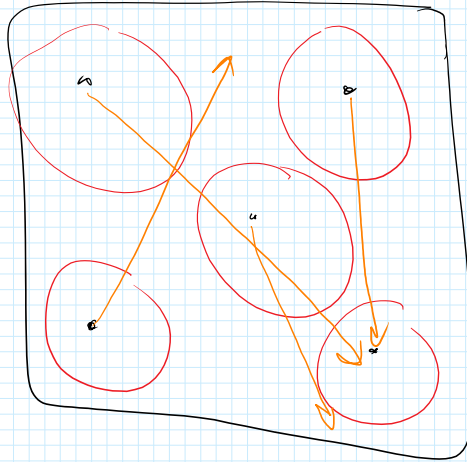
- Actions:
  - Pick up
  - Drop
  -
- Desires:
  - Pick up Passenger
  - Drop passenger
- Intention
  - Pick up Passenger A
  - Drop Passenger A
  - Go to position X
- Beliefs
  - Location of other agents
  - Intentions of other agents
  - Location & target position of users
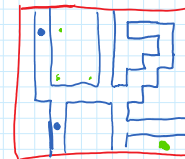
- First:
  - Uber pool like system with only Taxis-like agents
- Later (if time):

- Add more agent types