

## # Multi-Agent System for Treasure Hunting

### ## Project Overview

This JADE-based multi-agent system is designed for a simulated treasure hunt scenario within the Dedale environment. It features Explorer agents for mapping the environment and Collector agents for gathering treasures.

### ## Prerequisites

- Java JDK 1.8 or above
- Maven

### ## Setup and Installation

Clone this repository and navigate to the project directory:

```
git clone <https://github.com/raccamateo/MAS\_task\_2/>
cd <jade>
```

Build the project using Maven:

```
mvn clean compile
```

### ## Running the Agents

Start the JADE-based system using the following command:

```
java -cp lib/jade.jar:classes
eu.su.mas.dedaleEtu.mas.agents.dummies.MainContaine
```

Replace `lib/jade.jar:classes` with the actual paths to your JADE jar and compiled classes.

### ## System Architecture

- **ExplorerAgent**: Responsible for exploring and mapping the environment.
- **CollectorAgent**: Focused on locating and collecting treasures.

### ## Testing

Run automated unit tests for the agents:

```
mvn test
```

### ## Contributing

Contributions are welcome. Please fork the repository and submit pull requests for any enhancements.

### ## Authors

- [Mateo W. Racca]

`## License`

This project is licensed under the MIT license.