Task 8   Spike: Goal-Oriented Action Planning (GOAP)

Context:

Goal Oriented Action Planning (GOAP) is an extension to simple goal insistence (SGI) action planning that considered the outcome of actions and creates plans instead of simple reactions to goal insistence levels.

Knowledge/Skill Gap:

Developers need to be able to create and use a GOAP system for agent control.

Goals/Deliverables:

Create a GOAP simulation that demonstrates the effectiveness of the technique in considering long-term outcomes of actions (related to side-effects and/or time delays) and can plan and act intelligently.

Extensions:

Think of your own…