

Read me: How to start reference implementation

Step 1: Setup goal

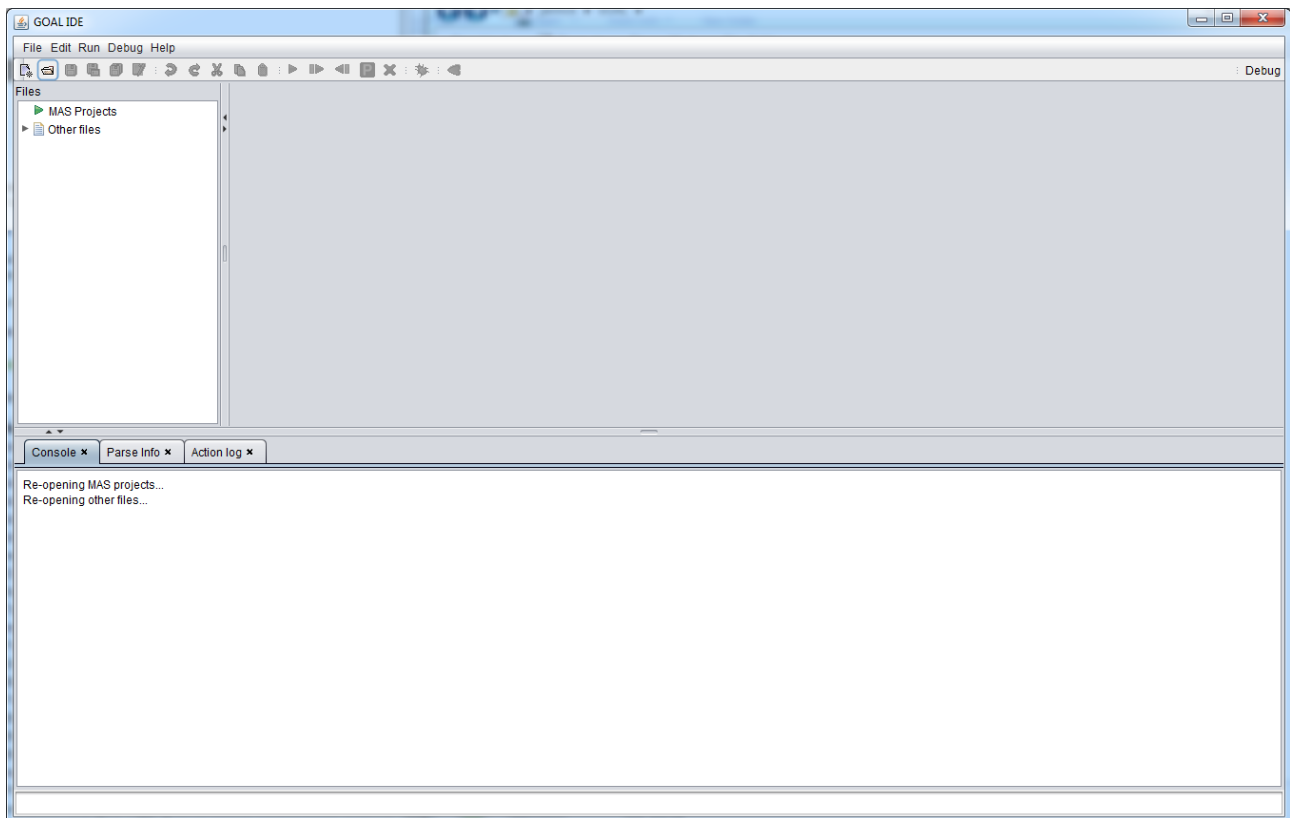
1: First download goal from: <http://mmi.tudelft.nl/trac/goal/wiki/Releases>

Any goal version should work however the version our engine was tested with is: **goal20130319v5590.jar**

2: Install goal

3: Setup our environment, move the file **XmasEnvironment.jar** into the folder where you installed GOAL under: **GOAL\environment** folder.

4: Run goal



The screen you should be met with should look something like this.

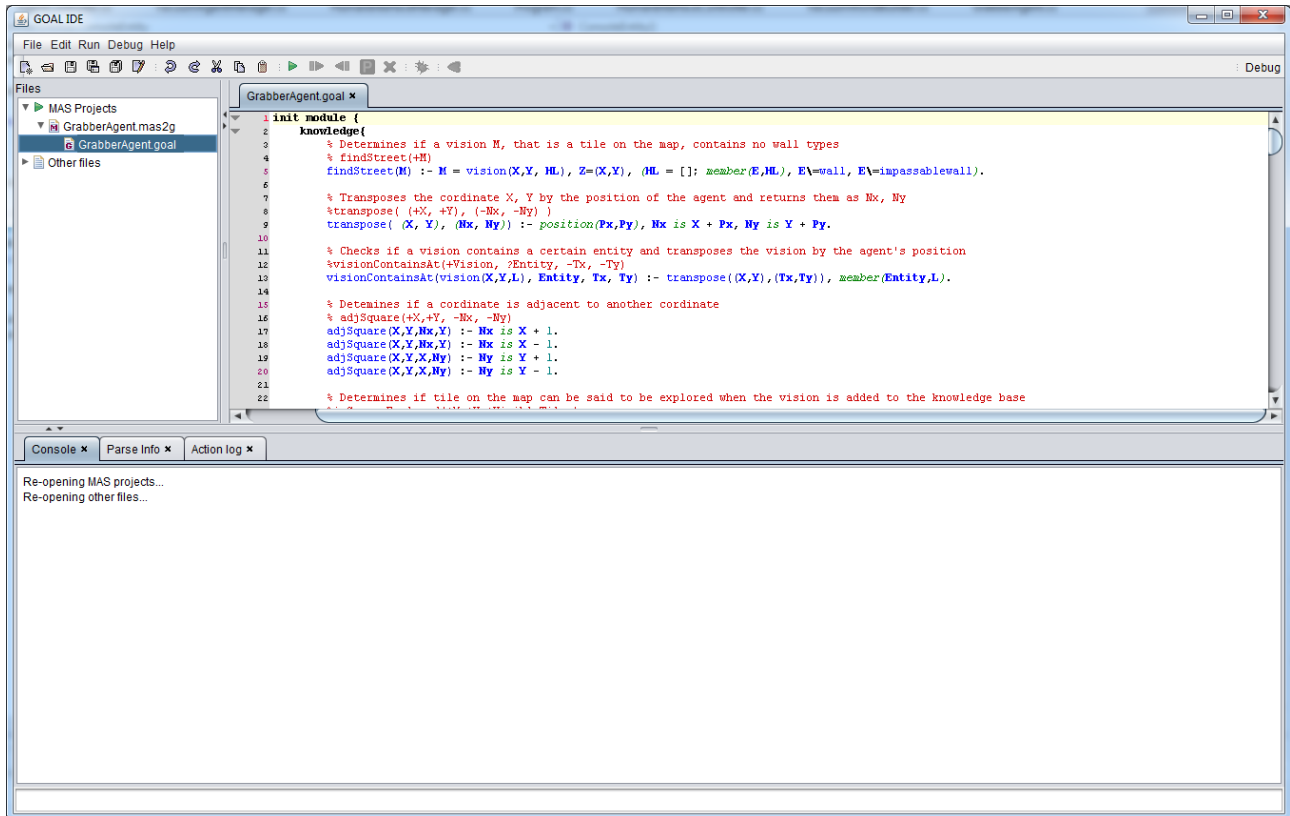
1: Run the file **ConsoleXmasImplementation.exe**



There is also in the corner of the map a player agent P, this can be controlled by the keyboard using W, A, S and D for controlling it.

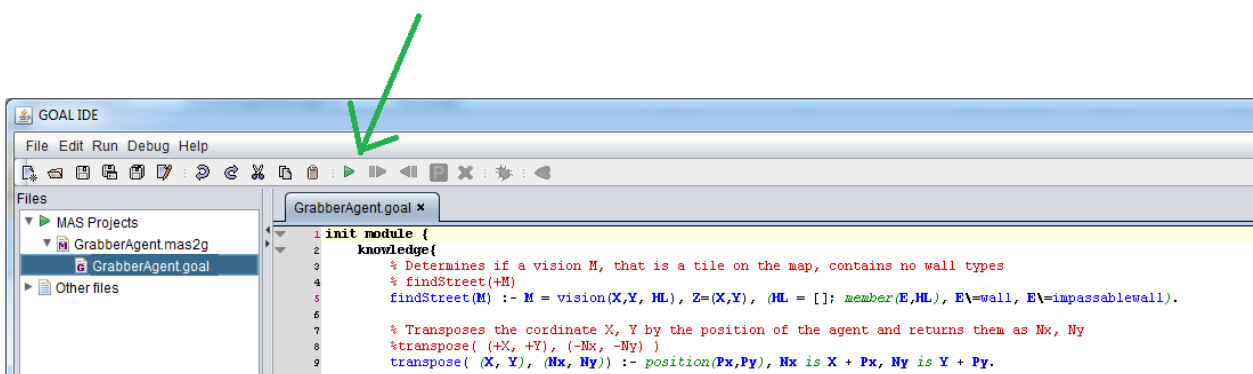
Step 3: Connect GOAL to the reference implementation

1: In the GOAL program, open the **GrabberAgent.mas2g** file that we provide. This should by itself also open the **GrabberAgent.goal** file, double click the GrabberAgent.goal to the code appear



2: Click the green arrow to start the program.

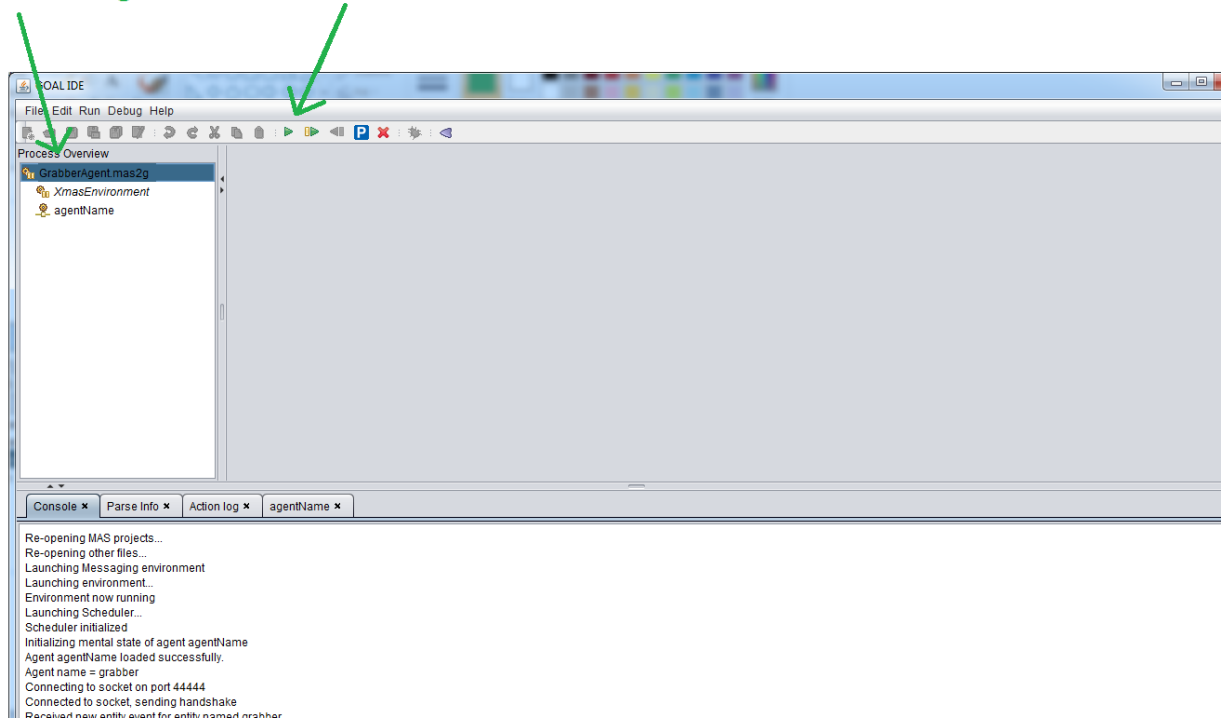
The green arrow



3: Select the GrabberAgent.mas2g then click the green arrow again.

1: Select mas2g

2: The green arrow



Step 4: Watch the program execute

The program should now execute correctly showing the agent moving around the map collecting packages.

