## Simple state transitions

**Concept.** Defining an archetype simulation environment for simple state transitions. In our classification scheme, this archetype is defined by a trivial state partition graph topology and would make sense for simulations of sequential design, sports matches and other simple gameplay domains.

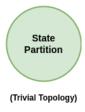


Figure 6.1: State partition graph topology for simple state transition archetypes.

## **Bibliography**