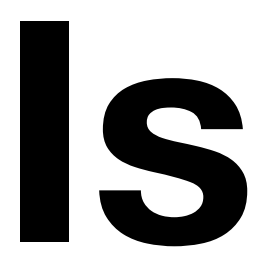
Actions

unity
user
group
Trento



can

what

and

have

prerequisites

can

memory

side

effects

and

and

cost

agent

the

do

S

Action

regainHp:

prerequisites:

hasPotion,

sideEffects:

isLowHealth

hasPotion=false

Goal

survive:

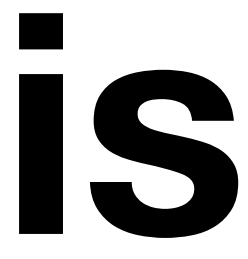
Requirements:

isAlive

This

an

invalid


iS

goal,

would

nothing

goals

Use

kill

like

enemy,

which

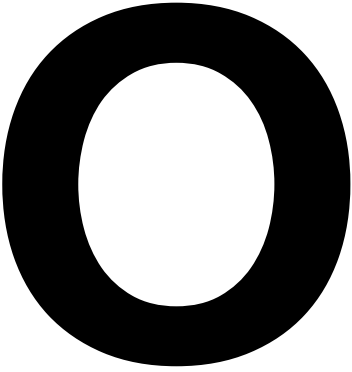
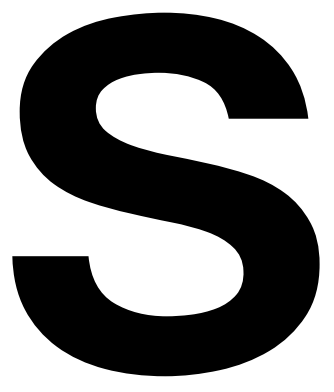
involve

like:

actions

FindEnemy->AttackEnemy

agent

the

do