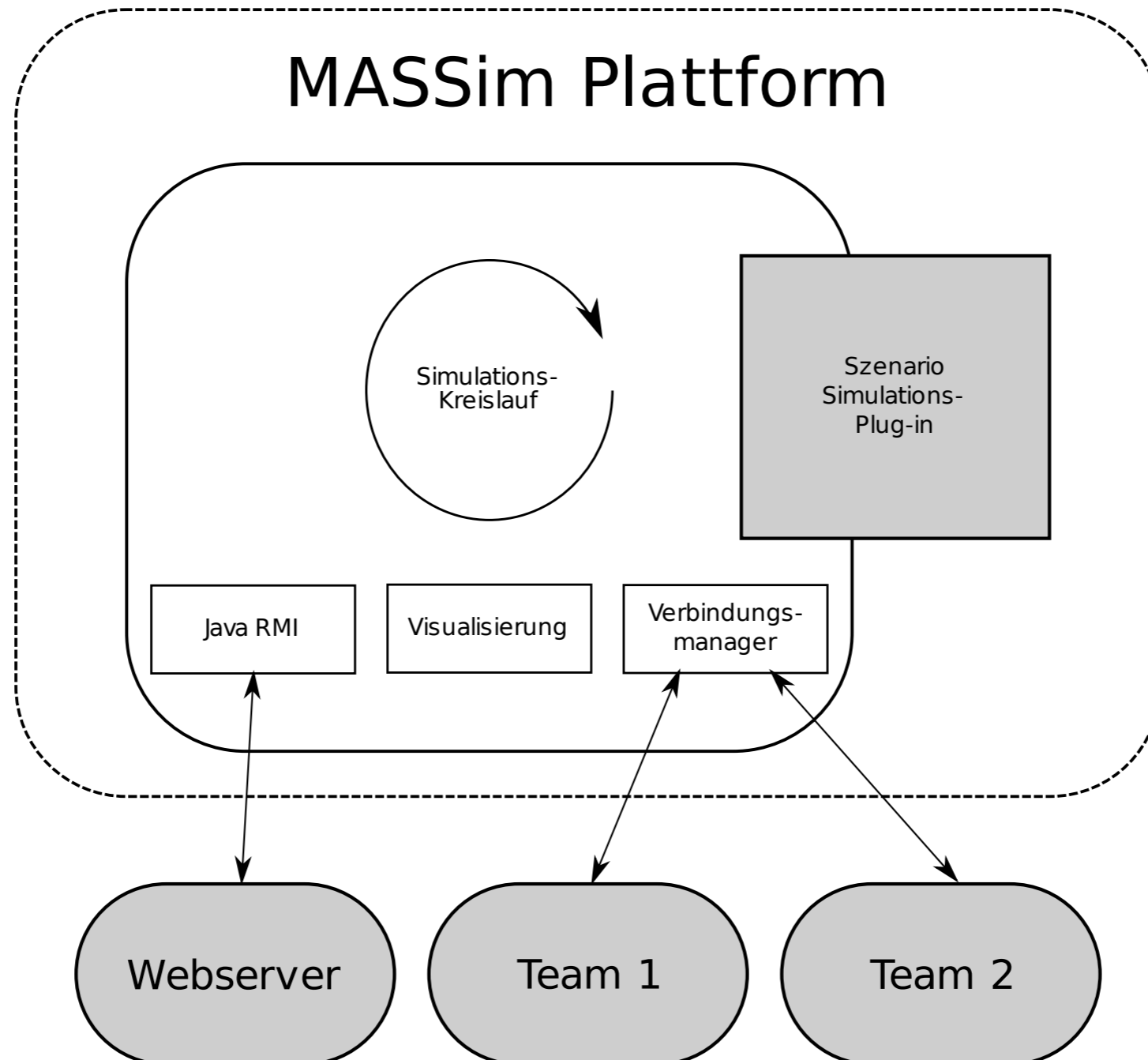


The MASSim Platform And The Wumpus World

Multi-Agent Systems I

The MASSim Platform

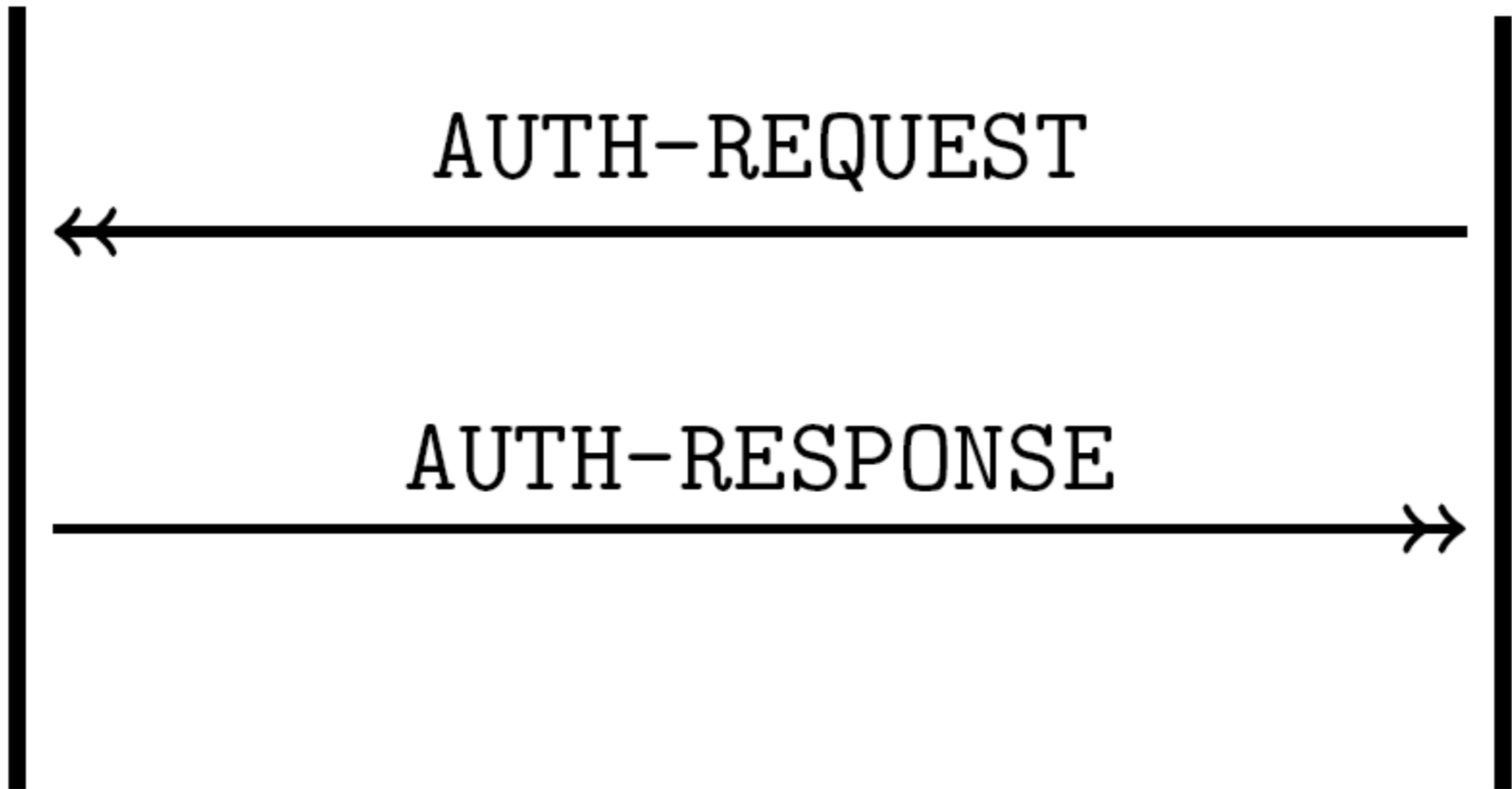
Client/Server Architecture



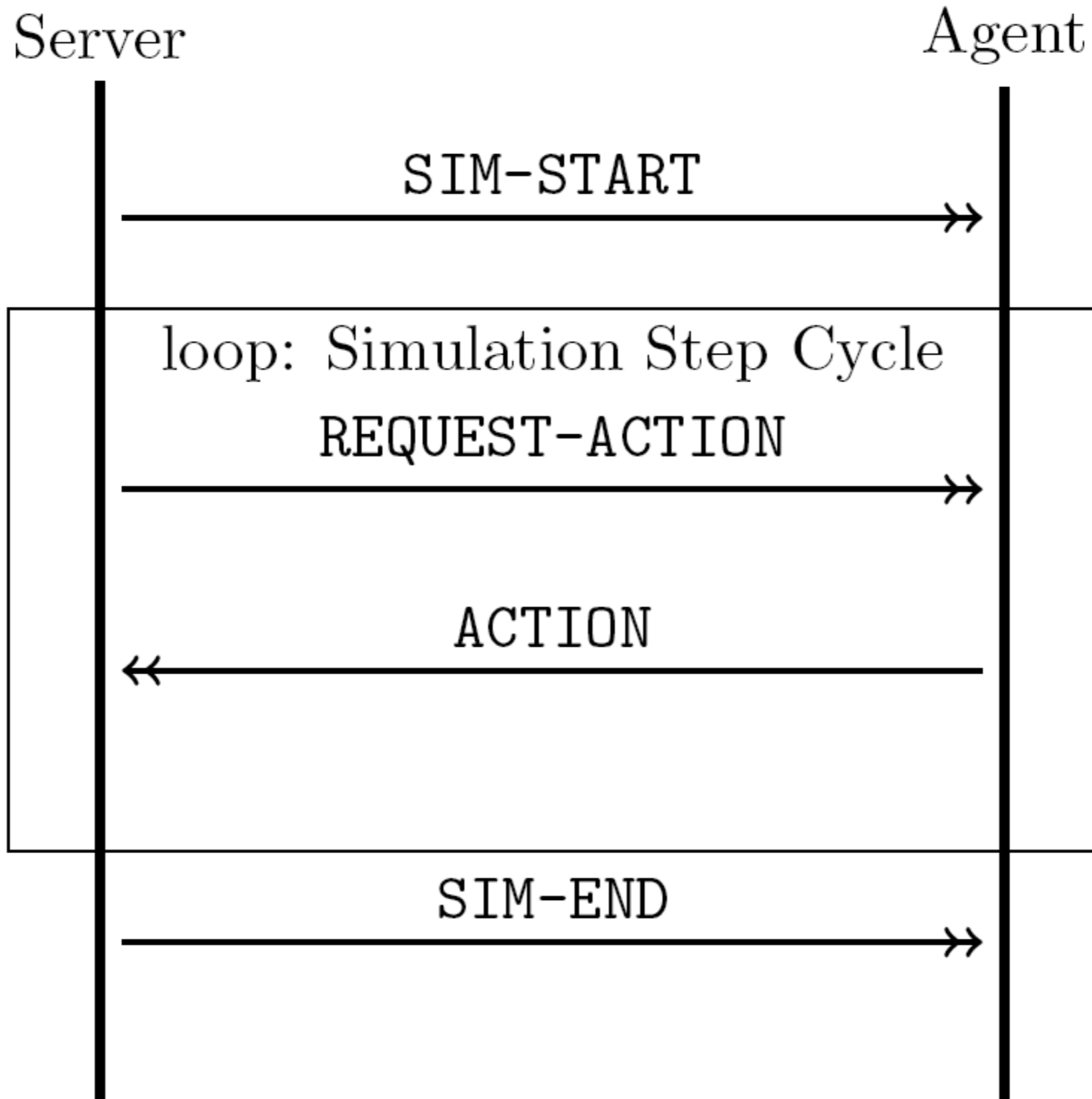
Initial Phase

Server

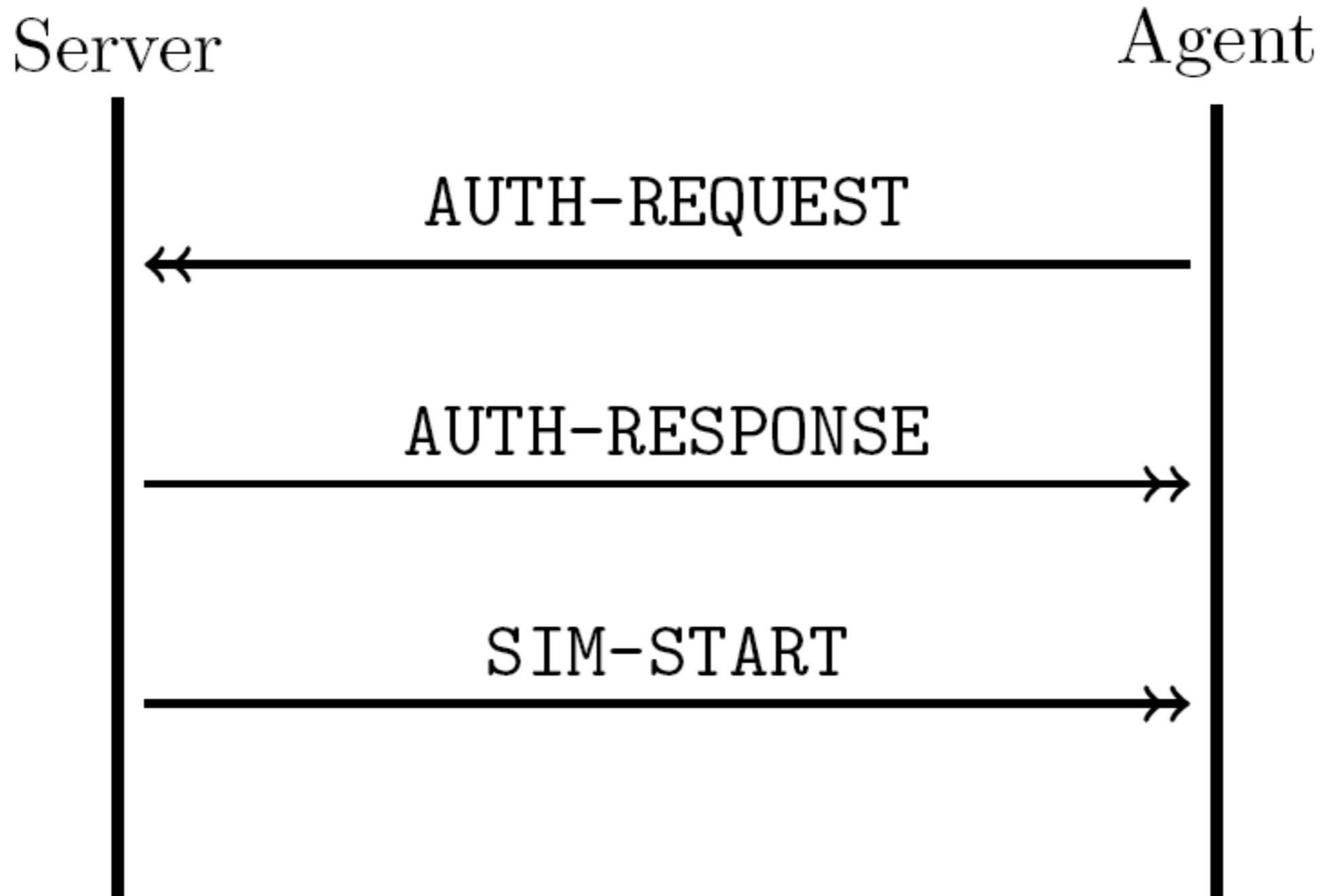
Agent



Simulation



Reconnect



The Wumpus World



Elements

Agent



Ladder



Gold



Cave



Wumpus



Smell



Hole



Breeze



Actions - Movement

@tucenv(up(), _)

@tucenv(right(), _)

@tucenv(down(), _)

@tucenv(left(), _)

Actions - Gold

@tucenv(pick(), _)

@tucenv(drop(), _)

Actions - Shooting

@tucenv(shoot(up), _)

@tucenv(shoot(right), _)

@tucenv(shoot(down), _)

@tucenv(shoot(left), _)

Actions - Entering

```
@tucenv( authRequest("blue1", "4", localhost, 12300), _ )
```

Event - Start

```
event(  
  simStart(  
    gsizeX(Gx), gsizeY(Gy),  
    id(Id),  
    ladderX(Lx), ladderY(Ly) ),  
  E ) <- true | {  
  ...  
}
```

Event - Perceptions

```
event(  
  perception(  
    dead(Dead), deadline(Deadline),  
    holdsGold(Gold), id(Id),  
    posx(Px), posy(Py),  
    cells(Cells) ),  
  E) <- lock(false) | {  
  ...  
}
```

FIN