

A(E)3M33UI — Exercise 10:

Hierarchical planning 3

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Task description:

The task is to modify the planning specification completed in previous week. Add method `kill-a-monster ?soldier`, which will be called from the problem specification and causes that the soldier goes to a monster and kill it (deletes it from the world:-). If there is no monster, it does not do anything. The monsters and their positions are represented by the following atoms:

```
(atM Monster1 V55)
(atM Monster2 V52)
(atM Monster3 V21)
(atM Monster4 V44)
```

Define and use operator `!killmonster ?soldier ?monster`. A natural condition is that the soldier and the monster must be at the same location (node), so the soldier must move to a location occupied by monster (using `!goto` operators) and then it can kill the monster (using `!killmonster` operator).

Warning: The seminar work 2 is very similar to this task. However, its efficient solution can be based on absolutely different approach. Therefore, it can cause troubles to expect that the seminar work 2 can be easily solved by a simple modification of this exercise (although it could). When solving it, please think