Tutorial W3: LSD Specifications for Cricketer Agents

02.00   SBR to organise cricket match in CS128
02.30   SY and WMB to discuss / compere a discussion of LSD specification for cricketer
        agents:

Consider what each agent perceives, what can affect, how acts ....
        Simplifying / defining the problem!
                identify critical points in the ball-of-the-over
                point of delivery, point of play
                termination conditions:
                 delete agents and reinvoke on start of next ball-of-the-over?
                        (alternative animate the return to ready-for-play state)
                when is ball dead?
          "neither side can gain advantage through movement of the ball"

        Arrive at a simple spec for
                1 batsman, 1 fielder
                [wicketkeeper, bowler]
        with animation from the point of ball played

Agent specification
        discuss roles / concurrent action
        intelligent balls: model for delivery, throw, play
        fielder with sampling perception
        fielder with "continuous" perception / feedback (cf analogue vars)?
        fielder with perfect knowledge and skill

04.00