

# Command Agents using BML for Tactical Decision Support

**Domain**  
A Multi-Agent System receives high level BML orders and performs tank level entity tasks in simulator VR-Forces.

**Problem Statement**

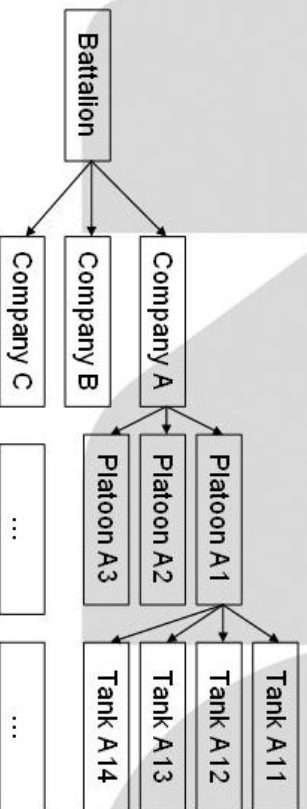
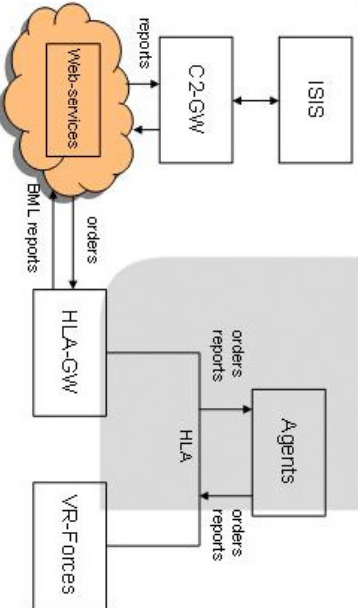
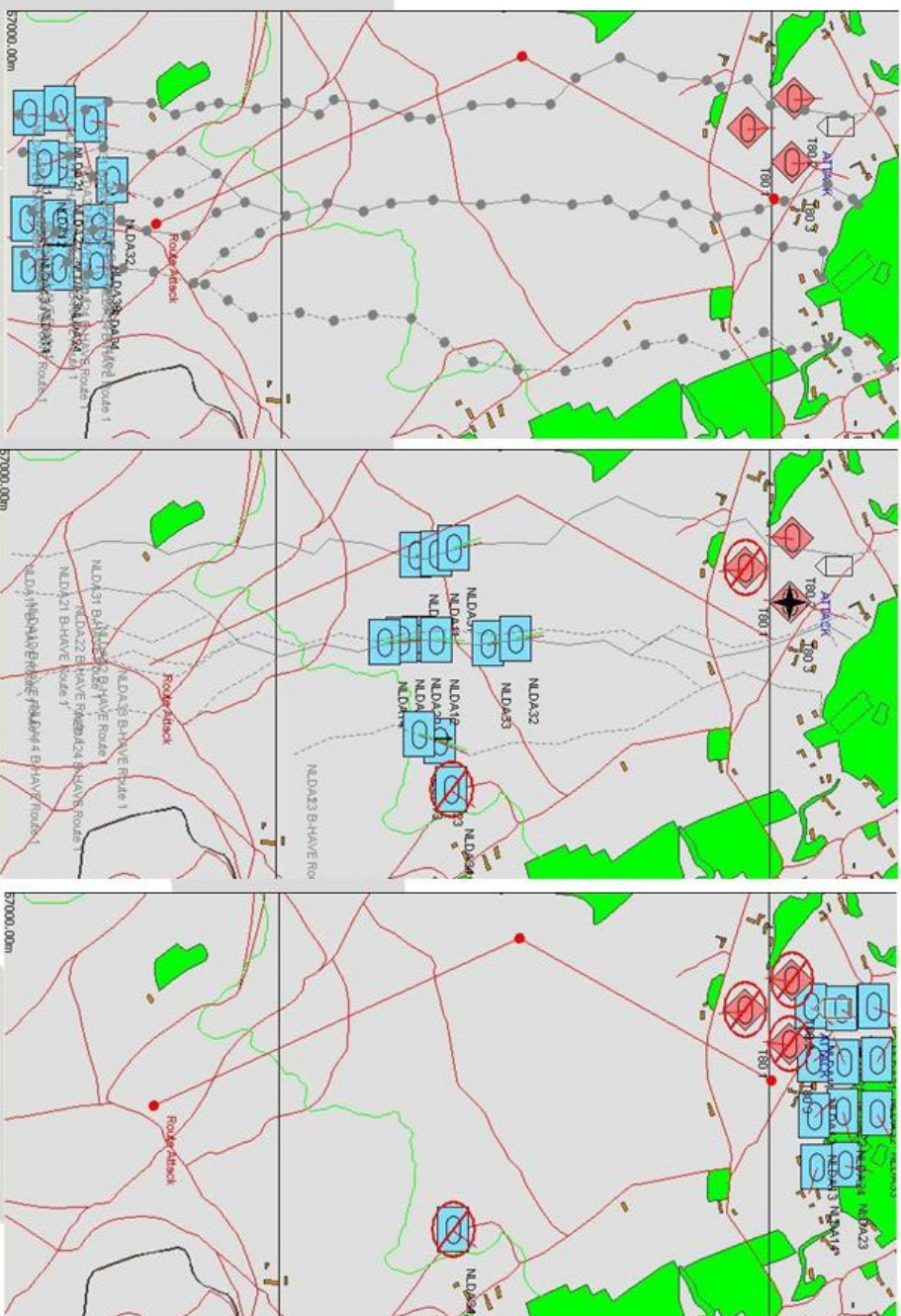
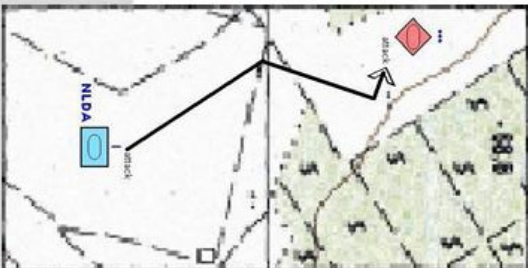
- Derive high level BML orders to low level tasks.
- Inform on the possibility of implementing the most available BML orders.

**Command Agents**

- BDI models for agents
- Jadex agent platform
- Agent Definition Files and plans for each agent
- XML & Java implementation

**Conclusion**

- BML orders received & processed correctly
- Implementation of Move, Attack, Defend & Seize



**Legend**

- BML: Battle Management Language
- BDI: Beliefs, Desires & Intentions
- C2: Command & Control
- GW: Gateway
- HLA: High Level Architecture
- VR: Virtual Reality