

LLM-Powered Decentralized Generative Agents with Adaptive Hierarchical Knowledge Graph for Cooperative Planning

Hanqing Yang¹, Jingdi Chen¹, Marie Siew², Tania Lorido-Botran^{3,4}, Carlee Joe-Wong¹

¹Carnegie Mellon University

²Singapore University of Technology and Design

³Roblox

⁴Northeastern University

{hanqing3, jingdic, cjoewong}@andrew.cmu.edu, marie_siew@sutd.edu.sg, t.loridobotran@northeastern.edu

Abstract

Developing intelligent agents for long-term cooperation in dynamic open-world scenarios is a major challenge in multi-agent systems. Traditional Multi-agent Reinforcement Learning (MARL) frameworks like centralized training decentralized execution (CTDE) struggle with scalability and flexibility. They require centralized long-term planning, which is difficult without custom reward functions, and face challenges in processing multi-modal data. CTDE approaches also assume fixed cooperation strategies, making them impractical in dynamic environments where agents need to adapt and plan independently. To address decentralized multi-agent cooperation, we propose Decentralized Adaptive Knowledge Graph Memory and Structured Communication System (**DAMCS**) in a novel Multi-agent Crafter environment. Our generative agents, powered by Large Language Models (LLMs), are more scalable than traditional MARL agents by leveraging external knowledge and language for long-term planning and reasoning. Instead of fully sharing information from all past experiences, DAMCS introduces a multi-modal memory system organized as a hierarchical knowledge graph and a structured communication protocol to optimize agent cooperation. This allows agents to reason from past interactions and share relevant information efficiently. Experiments on novel multi-agent open-world tasks show that DAMCS outperforms both MARL and LLM baselines in task efficiency and collaboration. Compared to single-agent scenarios, the two-agent scenario achieves the same goal with 63% fewer steps, and the six-agent scenario with 74% fewer steps, highlighting the importance of adaptive memory and structured communication in achieving long-term goals. We publicly release our project at: <https://happyeureka.github.io/damcs>.

1 Introduction

In recent years, joint decision-making by multiple users has become a critical research area, with applications like robot soccer, autonomous vehicles (Cao et al. 2013), cyber security (Chen et al. 2023a,b), smart grid control (Pipattanasomporn, Feroze, and Rahman 2009), and search-and-rescue (Li, Martinoli, and Abu-Mostafa 2002) modeled as multi-agent decision-making problems (Chen, Wang, and Lan 2021; Chen et al. 2024). Automating decisions in such scenarios may significantly improve efficiency, cost, and safety, yet



Figure 1: The Multi-agent Crafter Environment. Agents spawn in a shared environment and interact to collect a diamond as quickly as possible, terminating the session upon success. To achieve this, they must craft tools in a hierarchical order while maintaining their health stats.

they often require agents to make joint long-term planning and reasoning decisions under uncertainty, often in large-scale systems with high volumes of dynamic information. Much recent work aims to use AI to tackle these challenges by formally modeling such decision-making problems as a Decentralized Partially Observable Markov Decision Process (Dec-POMDP) (Bernstein et al. 2002). Centralized Training and Decentralized Execution (CTDE) is a popular solution framework in which agents centrally train a policy that learns how they should make decisions from historical observations. This centralized training allows agents to learn how to cooperate, but the policy can still be executed distributedly by each agent at test time (Lowe et al. 2017; Li et al. 2022a; Chen, Lan, and Joe-Wong 2024). In multi-agent reinforcement learning (MARL), CTDE still faces challenges like constraints on agent communication, difficulty in adapting to non-stationary environments, and scalability of the centralized training to a large number of agents (Huh and Mohapatra 2023).

Open-world games like Minecraft (Fan et al. 2022) and Crafter (Hafner 2021) feature large, expansive worlds where agents are free to roam and complete tasks without a pre-specified path, serving as benchmarks for AI agent capabilities. However, traditional MARL and CTDE approaches struggle in such environments due to the need for centralized, long-term reasoning, which is difficult without custom rewards. Additionally, processing multi-modal data (e.g., vision, text) in open-world games increases complexity and requires extensive training. As environments grow, centralized training for optimizing distributed tasks becomes ineffi-

cient, and CTDE methods face scalability issues, relying on fixed cooperation strategies that hinder adaptability in dynamic settings.

Many challenges in MARL-based solutions stem from the vast amount of information agents must encapsulate in their learned policies, which are typically trained from scratch. Recently, large language models (LLMs) (Brown 2020) have emerged as a potential solution, achieving impressive performance in dialogue generation, complex reasoning (Liang et al. 2022; Achiam et al. 2023; Touvron et al. 2023; Warner et al. 2023), and embodied planning (Ahn et al. 2022; Du et al. 2023; Wang et al. 2023a). Their natural interpretability, due to working in natural language, along with strengths in planning (Ahn et al. 2022), reasoning (Shinn et al. 2024), and problem-solving (Bubeck et al. 2023), suggests they can incorporate prior knowledge and in-context reasoning into open-world problem-solving, potentially overcoming RL limitations. Yet, while LLMs excel in single-agent tasks via zero-shot and few-shot prompting (Huang et al. 2022; Song et al. 2023), scaling to decentralized multi-agent settings introduces new challenges, particularly in open-world games where cooperation and limited communication are critical. These include: a) fusing partially observable or duplicated information across agents; b) handling dynamic, multi-modal agent states and observations in evolving environments; c) enabling selective and strategic communication in costly multi-agent settings (Guo et al. 2024; Zhang et al. 2023); and d) fostering cooperation across dependent tasks, e.g., accomplishing multiple sub-goals to achieve a long-term and shared objective.

In this work, we propose Decentralized Adaptive Knowledge Graph Memory and Structured Communication System (**DAMCS**) in a novel **Multi-agent Crafter** environment to address these fundamental challenges that enable agents to collaborate, and dynamically adapt in complex, open-ended environments like open-world survival games. **DAMCS** is a novel decentralized multi-agent framework that leverages LLMs, featuring two key components: an Adaptive Knowledge Graph Memory System (**A-KGMS**) and a Structured Communication System (**S-CS**) to enhance agent cooperation.

Adaptive Knowledge Graph Memory System (A-KGMS) effectively fuses information across agents in dynamic environments, thus addressing the first two challenges of multi-agent LLMs above. Unlike LLM-based agents like **SPRING**, which uses external knowledge for planning but rarely learns from in-environment interactions (Wu et al. 2024), **A-KGMS** enables agents to interact and learn from each other’s experiences, through a hierarchical adaptive knowledge graph. Each agent maintains and dynamically updates its own graph-based in part on messages from other agents. **A-KGMS** integrates sensory, episodic, and procedural memory, enabling agents to perceive cues and retrieve relevant experiences for contextual knowledge. Through facilitating interaction between the joint long-term and short-term memory across agents, agents can efficiently learn, retrieve, and generalize task-relevant knowledge by categorizing and linking experiences. This system allows agents to cooperate across a variety of tasks, adapt to dynamic envi-

ronments, and handle partial observations while minimizing unnecessary communication.

Structured Communication System (S-CS) ensures that agents exchange only the most relevant information, unlike free-form natural language approaches such as **CoELA** (Zhang et al. 2023). Agents share key data—such as their current status, resources, and observations—with specific target agents that they aim to assist, following a structured schema to ensure clarity and ease of interpretation. This structured communication focuses on task-relevant information, such as resource availability or task progress, enabling agents to coordinate efficiently across diverse tasks. By minimizing unnecessary data exchange, agents can better align their actions, optimize resource-sharing, and ensure smooth cooperation for achieving shared goals. This protocol fosters collaboration while reducing communication overhead, particularly in complex, dynamic environments.

To evaluate our framework, we develop **Multi-Agent Crafter (MAC)** extended form environments (Hafner 2021), providing a new platform for testing LLM models on MARL tasks. The framework is different from Multi-agent systems such as environments that simulate group tasks like mining. Our proposed **MAC** addresses specific gaps that remain underserved by current developed benchmarks. It is designed to balance accessibility and complexity, providing a computationally efficient yet challenging testbed suitable for labs with limited resources. Unlike **Minecraft** (Fan et al. 2022) which is highly complex and resource-intensive, **MAC** is streamlined while still requiring significant long-term planning and collaboration. Compared to other benchmarks like **SMAC** (Samvelyan et al. 2019), which primarily emphasize micro-management in scenarios, **MAC** focuses on macro-management and challenges like hierarchical task completion, resource sharing, and communication. This includes the need for agents to plan intermediate goals over extended time horizons, which **SMAC** does not emphasize. Additionally, **MAC** builds on recent efforts such as **Craftax** (Matthews et al. 2024), leveraging improvements in runtime performance and task complexity while tailoring the environment for the multi-agent community. By focusing on collaboration and communication dynamics in multi-agent systems, it provides unique value as a benchmark for both MARL and LLM-based approaches. Figure 1 shows an example where agents interact using natural language to complete both short- and long-term goals. **MAC** offers a balanced testbed, bridging the gap between overly complex environments like **Minecraft** and simpler games like **Atari**, enabling focused evaluation of cooperation and planning in dynamic settings. We will release the codebase of **MAC** publicly to provide a testbed for other works to evaluate real-time cooperative multi-agent scenarios involving LLMs. Our key **contributions** are as follows:

- We propose a Decentralized Adaptive Knowledge Graph Memory and Structured Communication System (**DAMCS**), which is a decentralized cooperative framework for generative agents. This decentralized multi-agent framework leverages LLMs and an Adaptive Knowledge Graph Memory System (**A-KGMS**), enabling agents to plan, cooperate, and dynamically adapt

in open-ended, complex environments.

- We propose a Structured Communication System (SCS) that optimizes the exchange of relevant information among agents, minimizing unnecessary communication overhead, in contrast to free-form language approaches.
- We develop the Multi-Agent Crafter for MARL tasks, making it an ideal testbed for evaluating decentralized cooperation, communication, and long-term planning in real-time, multi-step tasks. Evaluation results show that **DAMCS** outperforms both MARL and LLM baselines.

In Section 2, we provide a brief overview of related work. Next, in Section 3, we present our **DAMCS** framework, detailing its memory system, planning mechanism, and communication protocol. In Section 5, we describe how we develop Multi-agent Crafter for MARL tasks. We then evaluate **DAMCS** on Multi-agent Crafter in Section 6 and conclude our findings in Section 7.

2 Related Work

Multi-Agent Cooperation and Communication. Multi-agent reinforcement learning (MARL) has advanced decision-making in communication-reliant tasks (Cao et al. 2013), with approaches including *continuous* (Foerster et al. 2016; Sukhbaatar, Szlam, and Fergus 2016; Lowe et al. 2017; Jiang and Lu 2018; Wang et al. 2019; Rangwala and Williams 2020; Chen et al. 2023c; Chen, Lan, and Choi 2023) and *discrete communication* (Mordatch and Abbeel 2017; Freed et al. 2020; Lazaridou and Baroni 2020; Li et al. 2022c; Tucker et al. 2022; Chen, Lan, and Joe-Wong 2024). Continuous communication, though expressive, suffers from explainability and high overhead (Chen et al. 2023b), while discrete methods (Lowe et al. 2017; Sukhbaatar, Szlam, and Fergus 2016) limit relational learning. Learnable messages (Tucker et al. 2021) improve but lack Dec-POMDP guarantees and require large vocabularies.

Recent work uses LLMs to enhance communication in embodied tasks, e.g., CoELA’s free-form natural language generation (Zhang et al. 2023). However, these approaches lack structured planning or reasoning about actions’ consequences. LLM-based agents like SPRING leverage external knowledge for planning, but often do not learn from in-environment interactions (Wu et al. 2024). LLM agents have also been used to simulate human behavior and feedback but rely solely on the language model rather than structured reasoning (Yang, Siew, and Joe-Wong 2024). Our work addresses these by proposing a structured communication protocol and a knowledge-graph memory system that allows agents to learn from each other’s experiences.

Generative Agents. The use of LLMs for decision-making and planning in dynamic environments has grown rapidly (Yang et al. 2023; Wang et al. 2024; Xi et al. 2023; Sumers et al. 2023). Although LLMs face challenges in handling complex reasoning tasks (Bubeck et al. 2023), they have shown significant promise in guiding agents in real-time environments (Park et al. 2023; Sharma, Torralba, and Andreas 2021; Raman et al. 2024; Pallagani et al. 2022; Gramopadhye and Szafir 2023; Yuan et al. 2023; Li et al.

2022b; Wang et al. 2023b). Some approaches have integrated LLMs for real-time planning and decision-making (Li et al. 2023a; Padmakumar et al. 2022; Kolve et al. 2017; Shridhar et al. 2020; Misra et al. 2018; Zhu et al. 2017; Brodeur et al. 2017; Xia et al. 2018; Savva et al. 2019; Huang et al. 2022). Recent research has also explored systems where multiple LLMs collaborate or debate to enhance problem-solving capabilities (Li et al. 2023b; Du et al. 2023; Wang et al. 2023c). LLMs have demonstrated effectiveness in high-level planning for simpler tasks, where the action space and trajectory length are limited (Huang et al. 2022; Ahn et al. 2022). There has been less work on LLM-agents in open-world game environments. Scaling LLM-based planning to open-world environments (Du et al. 2023; Wang et al. 2023c) like Crafter presents challenges such as long-horizon planning and the management of multiple objectives simultaneously, increasing the complexity of planning. (Wu et al. 2024; Li et al. 2024; Wang et al. 2023a) involve single agent systems in open-world games. We present a novel framework, harnessing the interaction of multiple LLM-agents to tackle multiple objectives with dependencies in open-world exploration games.

Knowledge Graph-aided LLM agents. Knowledge graphs help in organizing information and facilitating structured reasoning for large language model agents (Ji et al. 2021; Hogan et al. 2021; Edge et al. 2024). They allow agents to store, retrieve, and update knowledge. Recent works have explored applications of knowledge graphs in decision-making. For example, SPRING uses a knowledge graph to structure decision-making processes (Wu et al. 2024), while Optimus leverages a knowledge graph to model goal hierarchies (Li et al. 2024). While these approaches use knowledge graphs for reasoning and goal understanding, (Wu et al. 2024)’s graph is static, and neither are designed for effective communication in multi-agent systems. In our work, the graph functions as the long-term memory, which agents dynamically update and build, providing other agents with contextual awareness.

3 Framework: DAMCS

In this section, we give an overview of our framework. We first formally define how this framework interacts with our problem environment (Section 3.1) and then describe the design of our multi-modal, adaptive memory system (Section 3.2), structured LLM output for making agent decisions (Section 3.3) and communication protocol that enables agent cooperation (Section 3.4).

3.1 Problem Setting

Our goal is to demonstrate that Large Language Models (LLMs) can effectively plan, coordinate, and execute tasks in a multi-agent environment where collaboration and resource management are critical. We consider an environment model that follows a Decentralized Partially Observable Markov Decision Process (Dec-POMDP) (Bernstein et al. 2002; Chen, Lan, and Joe-Wong 2024), as is common in cooperative MARL, where agents lack complete information about the environment and have only local observations. Figure 2 gives an overview of this framework.

We model the environment as a Dec-POMDP with communication as a tuple $D = \langle I, n, S, A, P, \Omega, O, g, R \rangle$, where $I = \{1, 2, \dots, n\}$ is a set of n agents, S is the joint **state** space, and $A = A_1 \times A_2 \times \dots \times A_n$ is the joint **action** space, where $\mathbf{a} = (a_1, a_2, \dots, a_n) \in A$ denotes the joint action of all agents. $P(s'|s, \mathbf{a}) : S \times A \times S \rightarrow [0, 1]$ is the **state transition function** that describes how the environment state evolves, given the actions taken by the agents.

We consider an episode that is divided into a series of timeslots $t = 1, 2, \dots$; at the start of each episode, agents respawn in the center of the map. Within each timeslot, each agent can take an *action*, e.g., sharing resources with another agent or working towards a goal. Agents decide their action based on their observations, which are contained in the **observation** space Ω , and $O(s, i) : S \times I \rightarrow \Omega$ denotes the function that maps from the joint state space to distributions of observations for each agent i . Each agent’s observations, as shown in Figure 2, include its own environment input, as well as communication messages from the other agents. We use $g : \Omega \rightarrow M$ to denote the **communication message generation function** that each agent j uses to encode its local observation o_j into a communication message for other agents $i \neq j$. We use $\mathbf{m}_{-i} = \{m_j = g(o_j), \forall j \neq i\}$ to denote the collection of messages agent i receives from all other agents $j \neq i$.

In deciding which actions to take, the agents’ goal is to maximize the long-term reward. More formally, they aim to find a policy π that maximizes the average expected return $\lim_{T \rightarrow \infty} (1/T) E_\pi [\sum_{t=0}^T R_t]$, where $R(s, \mathbf{a}) : S \times A \rightarrow \mathbb{R}$ is the reward of the current state s and joint action \mathbf{a} and R_t is the reward incurred in timeslot t . As shown in Figure 2, this policy goal is enforced in our framework by including it in a prompt that is fed to a **multi-modal large language model (MLLM)** along with a prompt to generate plans and actions for the current timestep, thus forming the policy π . For example, Agent 6 in Figure 2 is told to find a diamond. To ensure the LLM finds a good policy based on historical data, each agent maintains its own memory, consisting of both **Short-Term Working Memory (STWM)** and **Long-Term Memory (LTM)**. The STWM holds information for decision-making at the current timestep, combining current environmental perceptions with relevant information retrieved from LTM. The STWM is then included in the MLLM prompt. The STWM and MLLM responses are then consolidated into the agent’s LTM, enabling agents to make strategic decisions based on historical context.

3.2 Adaptive Knowledge Graph Memory System

Recent work in multi-task learning has demonstrated the benefits of integrating heterogeneous data sources for optimized decision-making (Baltrušaitis, Ahuja, and Morency 2018; Ngiam et al. 2011; Xu et al. 2024). In the proposed **Adaptive Knowledge Graph Memory System (AKGMS)**, inspired by human cognitive processes (Sumers et al. 2023), each agent uses a *multi-modal memory system* combining short-term and long-term memories that facilitates storing and retrieving experiences across different memory types. While existing memory systems focus on aspects like semantic understanding (Li et al. 2024), our sys-

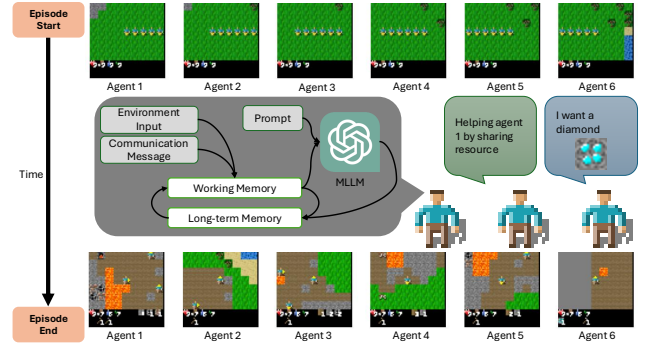


Figure 2: Framework Overview. Multiple agents respawn on the map and interact with each other through a memory system and communication protocol, aiming to collect a diamond as fast as possible.

tem is goal-oriented. This memory system allows agents to learn from past experiences, facilitating task completion in open-world environments.

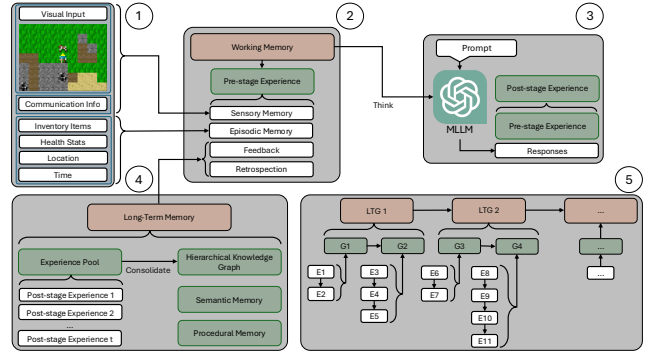


Figure 3: Memory System. The system consists of *working memory* and *long-term memory*. *Sensory inputs* (1) are captured in *working memory* (2), alongside relevant information retrieved from *long-term memory* (4). The agent ‘thinks’ using an *MLLM* (3) to generate responses and action plans, which are then stored in long-term memory. A *consolidation process* updates the *goal-oriented hierarchical knowledge graph* (5), linking new experiences to past events. This graph comprises *experience nodes E*, *goal nodes G*, and *long-term goal nodes LTG*.

Experience. The **experience** for each time step in a learning episode consists of two stages: **pre-stage** and **post-stage**, as shown in Parts 2 and 3 of Figure 3. The **pre-stage** refers to the information available to the agent at the current timestep for decision-making. The **post-stage** is the thought process generated by the language model, then consolidated into **Long-Term Memory**. The post-stage contains full information, including environment cues and the agent’s thoughts, which help generalize actions in similar scenarios by emphasizing decision-making and consequences.

Short-Term Working Memory (STWM, Part 2 of Figure 3). STWM refers to the pre-stage experience and consists of four parts: (i). **Sensory memory** captures raw envi-

ronmental observations, such as visual inputs and communication messages; (ii). **Episodic memory** stores contextual details, including the agent’s health, location, time, and inventory; (iii). **Feedback**, retrieved from long-term semantic and procedural memory, provides available actions and their prerequisites; (iv). **Retrospection** offers context from the hierarchical knowledge graph, including recent events, achievements, goals, and progress. STWM, along with a prompt, is processed by a multi-modal large language model (MLLM) to help the agent ‘think’ and ‘plan’ its next action.

Long-Term Memory (LTM, Part 4 of Figure 3). LTM consists of an experience pool of post-stage experiences. A consolidation process updates the goal-oriented hierarchical knowledge graph (further explained below) by organizing experiences according to their goals, connecting current experiences with past events and allowing agents to access memories useful to their short- and long-term goals. **Semantic memory** holds factual knowledge, specifically the hierarchical crafting tree of the environment, which is programmed explicitly using logical expressions. This factual knowledge provides accurate feedback on action prerequisites, while **procedural memory** stores all available actions. The consolidation process is triggered whenever a new experience is added, updating the hierarchical knowledge graph.

Goal-Oriented Hierarchical Knowledge Graph (Part 5 of Figure 3). The agent maintains an adaptive goal-oriented hierarchical knowledge graph within its LTM. Each node represents an experience (E), and nodes are linked sequentially based on goal-related sequences, reflecting the agent’s progress. We link each experience node to a goal node corresponding to the goal it tries to achieve, derived from the LLM output. When a new goal begins, a new **goal node** (G) is created and connected to the previous one, forming a sequence that tracks the agent’s journey. A higher-level **Long-Term Goal node** (LTG) is generated from goal nodes, providing an overview of the agent’s long-term progress. At the end of the **consolidation process**, a summary is updated for the most recent goal node, including the long-term goal, current goal, past goals, and recent experiences. **At the planning stage**, the agent retrieves information from the most recent goal node (G) and combines it with pre-stage experiences E to form its STWM. This enables the agent to reason and make decisions by integrating past and present data, as well as adjusting strategies in real-time to optimize progress toward current and long-term goals.

3.3 Structured Reasoning Output

Converting unstructured inputs, such as free-form text, into structured data is crucial for developing multi-step agent workflows that enable LLMs to perform actions (Pokrass et al. 2023). Structured outputs provide a framework that constrains language models to follow predefined **schemas**. For example, instead of processing unstructured text like ‘The agent moved north to pick up a key’, we format it into structured data such as ‘[Action: Move North, Reason: Pick up a key]’. We utilize structured prompting techniques, combining a carefully tuned output format with environment explanations, to organize working memory into actionable insights. This reduces communication needs and helps the

agent make well-informed decisions. Meanwhile, the number of output tokens is significantly reduced due to formatted and focused responses, resulting in faster generation speed.

Schemas. The schemas are built around three core components: (i) **Reflection**, which enables agents to review recent actions, summarize outcomes, and reflect on lessons learned to adjust future strategies; (ii) **Goal**, which tracks both current and long-term objectives, including sub-goals and progress updates, helping the agent stay focused and break down tasks into manageable steps; and (iii) **NextAction**, which determines the agent’s upcoming actions and the reasoning behind them, evaluating prerequisites and ensuring alignment with both short-term and long-term goals. Each component is represented by a data class with fields specifying required responses and data types, using the Python *Pydantic* library.

3.4 Structured Communication System

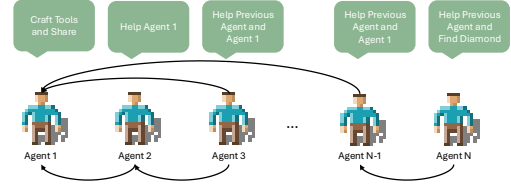


Figure 4: Communication Protocol. Agents collaborate by exchanging messages to coordinate tasks and share resources. An arrow from agent i to agent j indicates that agent i is helping agent j ; communication then flows in the opposite direction.

In a multi-agent environment, communication is key for effective cooperation. Our communication framework, consisting of message generation modules $g = \{g_1, \dots, g_n\}$ for all agents, where $m_i = g_i(o_i, rs_i, c_i, rq_i)$, enables agents to share their current observations o_i , includes status s_i , resource availability rs_i , short-term goal c_i , and assistance requests rq_i . This follows a hierarchical structure, where each agent i prioritizes helping the preceding agent $i - 1$.

We propose a novel **Collaboration** schema $C_i = \Phi(h_i, I_i, \Delta p_i)$ for each agent i and add this to the structured outputs, which is based on the target agents h_i who needs help from agent i , intentions I_i to assist target agents from agent i , and how the collaboration impacts agent i ’s current plan, denoted by Δp_i . In our multi-agent system, the message generation function g_i can be augmented by incorporating the collaboration schema C_i to refine and guide the message generation process, then the message generation process is enhanced by the information encoded in C_i , i.e., $m_i = g_i(o_i, rs_i, c_i, rq_i, C_i)$. Therefore, the Collaboration schema enables agents to interpret and generate actions $a_i = \pi_i(o_i, \mathbf{m}_{-i})$, where $\mathbf{m}_{-i} = \{m_j = g(o_j), \forall j \neq i\}$ to denote the collection of messages agent i receives from all other agents $j \neq i$. This structure ensures that our collaborative agents act in a goal-oriented manner with collaboration as a key consideration.

An Illustrative Example. As illustrated in Figure 4, agents collaborate by communicating and sharing resources

through message generation modules $g = g_1, \dots, g_n$ to coordinate tasks like allocation and resource sharing. Agents are ordered from 1 to n , with each agent i assisting the preceding agent $i - 1$ and the leader agent 1. The first agent, acts as the leader, crafting essential tools and distributing them to others. The second agent gathers materials and assists the agent 1 with crafting. The last agent n , supports agent $n - 1$ and eventually shifts its focus to finding a diamond, deciding when to switch goals using the collaboration schema $C_n = \Phi(h_n, I_n, \Delta p_n)$. This simple yet effective protocol works in hierarchical environments by parallelizing tasks, fostering cooperation, and keeping communication costs low. It naturally scales with any number of agents n , speeding up the crafting process.

4 Evaluation Challenges of LLM Agents

Evaluating LLM-powered multi-agent systems presents unique challenges. Unlike MARL-based agents, which are trained to optimize carefully crafted rewards, LLM agents rely on prompts and contextual information, making them highly adaptable but sensitive to the evaluation environment.

Limitations of Existing Environments. Existing multi-agent benchmarks are often too simple for meaningful collaboration (Terry et al. 2021) or too complex (Berner et al. 2019; Vinyals et al. 2019; Fan et al. 2022). Many focus on micro-level action management, whereas our work emphasizes macro-level planning, communication, and cooperation. Furthermore, MARL frameworks are known for scalability challenges, and existing environments are often not designed to support cooperative tasks that scale well with an increasing number of agents.

Evaluation of Cooperation. LLM-based collaboration is highly adaptable but difficult to quantify. Unlike RL agents that optimize reward signals, LLM-based collaboration relies on context and commonsense reasoning, making responses variable. No standardized metric exists for evaluating cooperation among LLM agents, and extensive modifications to benchmarks are often required. Testing with environment-specific prompts is also time-consuming.

Quantifying LLM Agents’ Capabilities. Evaluating memory quality and adaptability in LLM agents is non-trivial. While our **A-KGMS** organizes past experiences, determining the quality of stored information and its impact on decision-making remains challenging. Adaptability is also difficult to measure, as LLM agents adjust dynamically rather than optimizing predefined objectives.

To address these challenges, we introduce Multi-Agent Crafter to evaluate strategic coordination, planning, and resource sharing in open-ended, scalable cooperative tasks.

5 Multi-Agent Crafter: A Novel Testbed

The original Crafter environment (Hafner 2021) is a procedurally generated, open-world survival game used to benchmark RL algorithms. It features a 17 discrete action grid world and tracks player metrics like inventory, health, and crafting progress, with 22 achievements organized in a 7-depth tech tree. Inspired by Minecraft, Crafter simplifies

game mechanics for faster experimentation and results collection. We proposed a novel multi-agent Crafter for multi-agent tasks, enabling cooperative agent interaction and introducing new actions and challenges. These changes, shown in Figure 1, make the environment suitable for studying multi-agent cooperation. Key modifications are outlined below.

A Scalable Cooperative Environment. We extended the Crafter environment to support an arbitrary number of agents, each with independent observations, inventories, and health stats, enabling cooperative agent interaction and introducing new actions and challenges (Figure 1). Agents can collaborate by sharing resources, coordinating actions, and balancing individual roles to achieve collective goals efficiently. Unlike traditional MARL environments, which often focus on micro-level action management, our testbed is designed to evaluate strategic planning, coordination, and shared decision-making.

Our environment allows agents to share items, including resources and tools, fostering teamwork by enabling task delegation and resource management. Crafting dependencies and environmental prompts can be easily customized, increasing task complexity with more participants. This ensures that agents must coordinate and efficiently allocate roles, enabling effective large-scale parallel collaboration. The flexible design makes the testbed suitable for evaluating cooperative behavior potentially for any number of agents.

Evaluation of Cooperation and LLM Agents’ Capabilities. Unlike the original Crafter environment, which focused on open-ended exploration, we define a clear objective: agents must collaborate to craft necessary tools and obtain a diamond as quickly as possible while managing their needs for food, water, and energy. This setup allows us to evaluate whether agents can effectively cooperate and reason toward both short- and long-term goals, making the environment ideal for testing multi-agent coordination, planning, and resource optimization.

To assess cooperative efficiency, agents share resources and tools, requiring negotiation, task division, and decision-making. Unlike previous MARL settings, where collaboration is forced or predefined, our testbed allows agents to develop teamwork strategies. Our environment quantifies multi-agent cooperation through indirect measurements, such as tracking the steps an agent takes to craft items, providing insights into decision-making and adaptability.

Support for Language Agents. We added a navigation skill that allows agents to move toward specific resources, reducing the burden of manual low-level movement control. This enables agents to focus on higher-level decision-making, such as strategic planning and collaboration.

Customizability and Compatibility. Our multi-agent Crafter environment is designed to be highly flexible and extensible, supporting RL, MARL, and LLM-powered agents. The single-agent version follows the Gymnasium API, ensuring integration with standard RL libraries, while the multi-agent version aligns with the PettingZoo API, ensuring compatibility with existing MARL frameworks. We provide example training scripts for single-agent experiments using Stable-Baselines3 (SB3) and multi-agent experiments using AgileRL, allowing researchers to efficiently test new

ideas, integrate with existing RL libraries, and adapt the environment for diverse multi-agent challenges.

6 Evaluations

6.1 Experiment Setup and Baselines

Experiment Setup. We evaluate our framework on the proposed Multi-agent Crafter environment (Sec. 5) to test agents’ ability to plan and complete hierarchical tasks through cooperation and assess how well our framework scales in multi-agent settings. The final goal is for agents to collect a diamond, which requires completing a series of tasks: collecting stone, iron, and coal, crafting a furnace, and making an iron pickaxe (task hierarchy shown in Figure 1). With our framework’s memory systems and communication module for multi-agent collaboration, agents efficiently collect a diamond by distributing tasks and gathering resources in parallel. To evaluate the performance of our framework and analyze the effectiveness of the memory system and communication, we conducted experiments with $n = 1, 2, 6$ agents. The LLM used in our framework is GPT-4o, deployed via the Azure platform.

Baselines. We compare our framework with RL/MARL and LLM baselines: (1). **RL/MARL baselines.** Since we have modified an environment originally designed for reinforcement learning (RL) agents, we test it with RL agents to evaluate if they can learn from the environment in both single-agent and multi-agent setups. We use **Proximal Policy Optimization (PPO)** for the single-agent case and **Multi-Agent Deep Deterministic Policy Gradient (MADDPG)** for the multi-agent case, MADDPG is recognized as state-of-the-art by BenchMARL (Bettini, Prorok, and Moens 2024). The objective of the environment is to gather a diamond as quickly as possible. The reward is structured so that each item in the hierarchy tree (Figure 1) is assigned a score based on its depth, along with a time penalty. (2). **LLM baselines.** We also includes LLM-based baselines under difference settings: (i). **LLM basic**, a **basic LLM Agent** that employs the structured output prompt combined with a basic memory approach in a single-agent setting, where the agent is aware only of its previous actions; (ii). **LLM Mem**, a structured output prompt with memory only (Mem only); (iii). **LLM MemComm** a structured output prompt with both memory (Mem) and communication (Comm). These different LLM agents’ configurations allowed us to evaluate the contribution of each component of Decentralized Cooperative Generative Agents.

Metrics. Algorithm performance across all LLM-based settings was measured using the Average number of time Steps (AS) within an episode required for at least one agent to complete each task, as displayed in Figure 6 and Table 1.

6.2 Experimental Results

Evaluating RL/MARL agents. The training results are shown in Figure 5. We trained for 1,000 episodes using a Convolutional Neural Network (CNN) policy for both the actor and critic networks. The reward trends indicate improvement, confirming that the environment is suited for researchers developing RL and MARL methods. However, af-

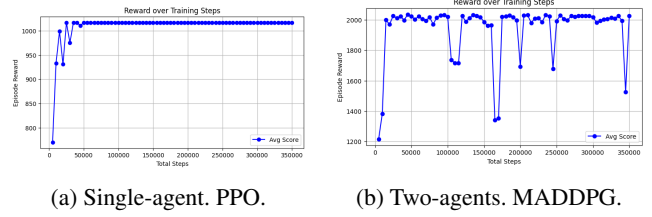


Figure 5: Evaluation of n -RL-trained agents in MAC: Both PPO-trained and MADDPG-trained agents initially show increasing total rewards, indicating active learning. However, they fail to achieve higher rewards as further improvements require acquiring advanced skills in a hierarchical order. Learning remains prohibitively slow for both RL agents.

ter 1,000 episodes, the RL agents still perform suboptimally. This highlights both the progress made by the agents and the limitations of traditional RL approaches in such scenarios.

Evaluating LLM basic agents. Figure 6 shows a comparison between the LLM basic agent in the single-agent, the two-agent, and six-agent scenarios. The LLM basic agent, which only relies on its past actions, without having the goal-oriented memory system, demonstrates an impressive ability to plan and execute tasks using the structured output prompt. However, the LLM basic agent struggles significantly with more complex tasks that have additional prerequisites. The success rate (i.e., fraction of episodes for which the task is successfully executed) for the LLM basic agent is 100% for the first seven tasks, but it drops to 60% for the last three tasks. One major factor slowing down the agent, if not preventing it from progressing altogether, when completing more complex tasks is that, as the number of past

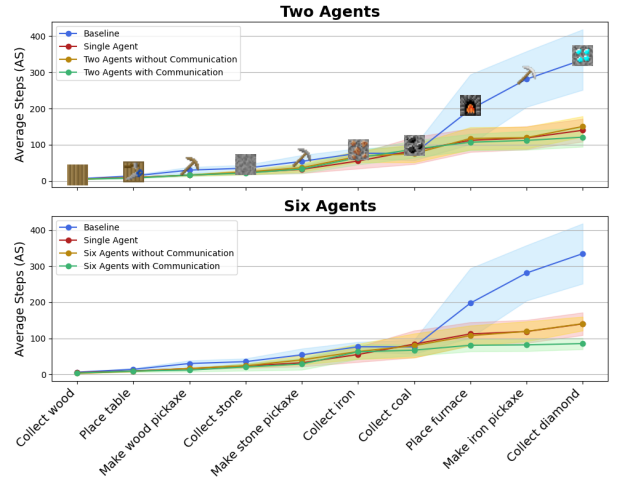


Figure 6: **Two agents** with communication complete tasks faster than two agents without communication, who complete tasks at about the same speed as a single agent. The basic agent is slower than agents with our memory system. **Six agents** with communication complete tasks faster than six agents without communication. They are also faster than two agents with communication.

Table 1: Number of average steps to complete each task in Multi-agent Crafter across five different environments. Communication greatly accelerates agents’ time to achieve each task. Results are reported with standard deviations over ten runs.

Setup	Setting	Collect wood	Place table	Make wood pickaxe	Collect stone	Make stone pickaxe	Collect iron	Collect coal	Place furnace	Make iron pickaxe	Collect diamond
Baseline	Simple Mem	6.2 ± 0.82	14.0 ± 3.34	30.2 ± 9.45	35.4 ± 9.83	54.2 ± 19.62	76.6 ± 15.11	76.2 ± 22.13	197.5 ± 109.79	281.0 ± 87.48	334.67 ± 95.07
Single	Mem	5.2 ± 0.84	9.6 ± 0.55	16.2 ± 1.48	23.4 ± 6.47	32.2 ± 12.09	55.2 ± 23.96	84.0 ± 42.64	112.2 ± 36.79	118.8 ± 36.31	140.0 ± 35.94
2 Agents	Mem	5.0 ± 1.00	9.8 ± 0.45	16.6 ± 1.82	24.6 ± 7.30	36.8 ± 12.91	68.0 ± 18.06	75.8 ± 27.82	117.4 ± 35.15	119.6 ± 34.41	150.4 ± 32.21
	Mem+Comm	5.0 ± 1.00	8.0 ± 1.22	16.6 ± 4.04	21.8 ± 4.97	33.2 ± 13.44	64.2 ± 21.39	88.0 ± 27.23	107.0 ± 25.70	112.0 ± 29.33	121.0 ± 30.27
6 Agents	Mem	3.0 ± 1.00	8.6 ± 1.14	16.6 ± 2.70	23.8 ± 5.54	40.2 ± 15.11	63.4 ± 23.86	79.8 ± 37.93	107.4 ± 31.84	119.2 ± 31.61	140.6 ± 21.89
	Mem+Comm	4.0 ± 1.22	9.2 ± 2.95	12.0 ± 4.95	20.6 ± 11.95	28.8 ± 18.27	62.6 ± 23.20	67.2 ± 17.58	80.8 ± 19.69	81.8 ± 19.69	85.4 ± 18.04

actions increases, the agent loses track of what has already been done. This leads to inefficient behavior, such as placing multiple tables, which wastes resources and time (Table 1). Additionally, the LLM basic agent struggles to understand whether its actions have been successful.

Evaluating DAMCS Agents and Ablation Study

Single-agent scenarios. With the goal-oriented memory system A-KGMS, the LLM Mem agent understands the hierarchy and works toward gathering a diamond. LLM Mem agent is able to unlock tasks in a hierarchical order, completing each of them significantly faster than the LLM basic (Table 1). This is largely due to the efficient, relevant memory retrieval and reliable semantic memory feedback, which we can see from the fact that the relative progress of the single agent relative to the basic one accelerates for tasks further in the hierarchy: the single agent collects the diamond almost 3x faster. For example, once the agent sets the goal of placing a table, the semantic memory informs the agent that placing a table requires two pieces of wood. Although this information is available in the environment description text, the LLM basic struggles to understand it when there is too much of this information. With the memory system, the agent is able to set goals in an achievable order. The memory system prevents the agent from repeating efforts.

Two-agent scenarios. In the two-agent scenario, LLM Mem agents without communication perform similarly to the LLM Mem agent in single-agent scenario (Figure 6). However, in a cooperative scenario with communication, the LLM MemComm agents are able to distribute tasks more efficiently. On average, LLM MemComm agents collect a diamond in 121 steps, compared to 140 steps for a single agent, resulting in 13.6% fewer steps to achieve the goal, and 63% fewer steps compared to the LLM basic agent (Table 1). Notably, two LLM Mem agents without communication take an average of 150 steps to obtain the diamond. This is due to conflicts of interest, where both LLM Mem agents may work on the same task or compete for the same resource. For example, two LLM Mem might attempt to gather the same piece of wood, but only one will successfully collect it. Another interesting finding that contributes to the higher step count for diamond collection is the *butterfly effect*. Since Multi-agent Crafter is a procedurally generated, sequential world, the placement of a crafting station—such as a table—in a particular location can influence subsequent gameplay, impacting the agents’ performance.

Six-agent scenarios. Figure 6 illustrates the six-agent scenario. Without communication, the six LLM Mem agents

take approximately the same number of steps to collect a diamond as a single agent. Unlike the two-agent scenario, where interference is limited to just two agents, having more agents increases the potential for conflicts. However, the presence of more agents also provides a greater opportunity to explore different areas, increasing the likelihood of finding locations where resources like stone, coal, iron, and diamonds are clustered together, which reduces the number of steps needed to collect the diamond. Each agent’s A-KGMS is detailed in Appendix D.

LLM MemComm with communication significantly outperforms all other methods in the six-agent scenarios. Using our communication protocol S-CS, the LLM MemComm agents can efficiently distribute tasks, work independently on simpler objectives, and collaborate on more complex tasks, reducing the total number of steps required. With communication, the six LLM MemComm agents are able to collect a diamond using 39% fewer steps compared to a single LLM Mem agent with memory and 74% fewer steps compared to the LLM basic agent.

7 Conclusion

In conclusion, this paper introduces the Decentralized Adaptive Knowledge Graph Memory and Structured Communication System (DAMCS), a decentralized framework for generative agents. DAMCS leverages LLMs and a hierarchical Adaptive Knowledge Graph Memory System (A-KGMS) to improve multi-agent cooperation in dynamic environments. By integrating structured output with A-KGMS and the Structured Communication System (S-CS), agents effectively balance long-term planning with real-time decision-making. To validate our framework, we develop an open-world Multi-Agent Crafter for evaluating multi-agent tasks. Evaluations show that DAMCS significantly outperforms baselines, particularly in long-term collaborative planning and task efficiency. The introduction of the Structured Communication System (S-CS) allowed agents to efficiently manage resource collection by dynamically assigning roles during gameplay. This behavior was absent in agents lacking memory or communication, where efforts were often duplicated as agents worked on the same task rather than dividing responsibilities. These findings underscore the potential of combining LLM-driven strategies and knowledge graphs to enhance cooperation, learning, and decision-making in decentralized multi-agent systems. This work paves the way for further exploration of LLM-powered agents in complex, dynamic environments.

References

- Achiam, J.; Adler, S.; Agarwal, S.; Ahmad, L.; Akkaya, I.; Aleman, F. L.; Almeida, D.; Altenschmidt, J.; Altman, S.; Anadkat, S.; et al. 2023. Gpt-4 technical report. *arXiv preprint arXiv:2303.08774*.
- Ahn, M.; Brohan, A.; Brown, N.; Chebotar, Y.; Cortes, O.; David, B.; Finn, C.; Fu, C.; Gopalakrishnan, K.; Hausman, K.; et al. 2022. Do as i can, not as i say: Grounding language in robotic affordances. *arXiv preprint arXiv:2204.01691*.
- Baltrušaitis, T.; Ahuja, C.; and Morency, L.-P. 2018. Multimodal machine learning: A survey and taxonomy. *IEEE transactions on pattern analysis and machine intelligence*, 41(2): 423–443.
- Berner, C.; Brockman, G.; Chan, B.; Cheung, V.; Debiak, P.; Dennison, C.; Farhi, D.; Fischer, Q.; Hashme, S.; Hesse, C.; et al. 2019. Dota 2 with large scale deep reinforcement learning. *arXiv preprint arXiv:1912.06680*.
- Bernstein, D. S.; Givan, R.; Immerman, N.; and Zilberstein, S. 2002. The complexity of decentralized control of Markov decision processes. *Mathematics of operations research*, 27(4): 819–840.
- Bettini, M.; Prorok, A.; and Moens, V. 2024. BenchMARL: Benchmarking Multi-Agent Reinforcement Learning. *arXiv:2312.01472*.
- Brodeur, S.; Perez, E.; Anand, A.; Golemo, F.; Celotti, L.; Strub, F.; Rouat, J.; Larochelle, H.; and Courville, A. 2017. Home: A household multimodal environment. *arXiv preprint arXiv:1711.11017*.
- Brown, T. B. 2020. Language models are few-shot learners. *arXiv preprint arXiv:2005.14165*.
- Bubeck, S.; Chandrasekaran, V.; Eldan, R.; Gehrke, J.; Horvitz, E.; Kamar, E.; Lee, P.; Lee, Y. T.; Li, Y.; Lundberg, S.; et al. 2023. Sparks of artificial general intelligence: Early experiments with gpt-4. *arXiv preprint arXiv:2303.12712*.
- Cao, Y.; Yu, W.; Ren, W.; and Chen, G. 2013. An Overview of Recent Progress in the Study of Distributed Multi-Agent Coordination. *IEEE Transactions on Industrial Informatics*, 9(1): 427–438.
- Chen, J.; Lan, T.; and Choi, N. 2023. Distributional-Utility Actor-Critic for Network Slice Performance Guarantee. In *Proceedings of the Twenty-fourth International Symposium on Theory, Algorithmic Foundations, and Protocol Design for Mobile Networks and Mobile Computing*, 161–170.
- Chen, J.; Lan, T.; and Joe-Wong, C. 2024. RGMComm: Return Gap Minimization via Discrete Communications in Multi-Agent Reinforcement Learning. In *Proceedings of the AAAI Conference on Artificial Intelligence*, volume 38, 17327–17336.
- Chen, J.; Wang, Y.; and Lan, T. 2021. Bringing fairness to actor-critic reinforcement learning for network utility optimization. In *IEEE INFOCOM 2021-IEEE Conference on Computer Communications*, 1–10. IEEE.
- Chen, J.; Zhang, L.; Riem, J.; Adam, G.; Bastian, N. D.; and Lan, T. 2023a. Explainable Learning-Based Intrusion Detection Supported by Memristors. In *2023 IEEE Conference on Artificial Intelligence (CAI)*, 195–196. IEEE.
- Chen, J.; Zhang, L.; Riem, J.; Adam, G.; Bastian, N. D.; and Lan, T. 2023b. RIDE: Real-time Intrusion Detection via Explainable Machine Learning Implemented in a Memristor Hardware Architecture. In *2023 IEEE Conference on Dependable and Secure Computing (DSC)*, 1–8. IEEE.
- Chen, J.; Zhou, H.; Mei, Y.; Adam, G.; Bastian, N. D.; and Lan, T. 2023c. Real-time Network Intrusion Detection via Decision Transformers. *arXiv preprint arXiv:2312.07696*.
- Chen, J.; Zhou, H.; Mei, Y.; Joe-Wong, C.; Adam, G.; Bastian, N. D.; and Lan, T. 2024. RGMDT: Return-Gap-Minimizing Decision Tree Extraction in Non-Euclidean Metric Space. In *The Thirty-eighth Annual Conference on Neural Information Processing Systems*.
- Du, Y.; Li, S.; Torralba, A.; Tenenbaum, J. B.; and Mordatch, I. 2023. Improving factuality and reasoning in language models through multiagent debate. *arXiv preprint arXiv:2305.14325*.
- Edge, D.; Trinh, H.; Cheng, N.; Bradley, J.; Chao, A.; Mody, A.; Truitt, S.; and Larson, J. 2024. From local to global: A graph rag approach to query-focused summarization. *arXiv preprint arXiv:2404.16130*.
- Fan, L.; Wang, G.; Jiang, Y.; Mandlekar, A.; Yang, Y.; Zhu, H.; Tang, A.; Huang, D.-A.; Zhu, Y.; and Anandkumar, A. 2022. Minedojo: Building open-ended embodied agents with internet-scale knowledge. *Advances in Neural Information Processing Systems*, 35: 18343–18362.
- Foerster, J. N.; Assael, Y. M.; de Freitas, N.; and Whiteson, S. 2016. Learning to Communicate with Deep Multi-Agent Reinforcement Learning.
- Freed, B.; James, R.; Sartoretti, G.; and Choset, H. 2020. Sparse discrete communication learning for multi-agent cooperation through backpropagation. In *2020 IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS)*, 7993–7998. IEEE.
- Gramopadhye, M.; and Szafir, D. 2023. Generating executable action plans with environmentally-aware language models. In *2023 IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS)*, 3568–3575. IEEE.
- Guo, T.; Chen, X.; Wang, Y.; Chang, R.; Pei, S.; Chawla, N.; Wiest, O.; and Zhang, X. 2024. Large Language Model based Multi-Agents: A Survey of Progress and Challenges. In *33rd International Joint Conference on Artificial Intelligence (IJCAI 2024)*. IJCAI; Cornell arxiv.
- Hafner, D. 2021. Benchmarking the spectrum of agent capabilities. In *International Conference on Learning Representations*.
- Hogan, A.; Blomqvist, E.; Cochez, M.; d’Amato, C.; Melo, G. D.; Gutierrez, C.; Kirrane, S.; Gayo, J. E. L.; Navigli, R.; Neumaier, S.; et al. 2021. Knowledge graphs. *ACM Computing Surveys (Csur)*, 54(4): 1–37.
- Huang, W.; Abbeel, P.; Pathak, D.; and Mordatch, I. 2022. Language models as zero-shot planners: Extracting actionable knowledge for embodied agents. In *International conference on machine learning*, 9118–9147. PMLR.
- Huh, D.; and Mohapatra, P. 2023. Multi-agent reinforcement learning: A comprehensive survey. *arXiv preprint arXiv:2312.10256*.

- Ji, S.; Pan, S.; Cambria, E.; Marttinen, P.; and Philip, S. Y. 2021. A survey on knowledge graphs: Representation, acquisition, and applications. *IEEE transactions on neural networks and learning systems*, 33(2): 494–514.
- Jiang, J.; and Lu, Z. 2018. Learning Attentional Communication for Multi-Agent Cooperation.
- Kolve, E.; Mottaghi, R.; Han, W.; VanderBilt, E.; Weihs, L.; Herrasti, A.; Deitke, M.; Ehsani, K.; Gordon, D.; Zhu, Y.; et al. 2017. Ai2-thor: An interactive 3d environment for visual ai. *arXiv preprint arXiv:1712.05474*.
- Lazaridou, A.; and Baroni, M. 2020. Emergent multi-agent communication in the deep learning era. *arXiv preprint arXiv:2006.02419*.
- Li, C.; Zhang, R.; Wong, J.; Gokmen, C.; Srivastava, S.; Martín-Martín, R.; Wang, C.; Levine, G.; Lingelbach, M.; Sun, J.; et al. 2023a. Behavior-1k: A benchmark for embodied ai with 1,000 everyday activities and realistic simulation. In *Conference on Robot Learning*, 80–93. PMLR.
- Li, G.; Hammoud, H.; Itani, H.; Khizbullin, D.; and Ghanem, B. 2023b. Camel: Communicative agents for "mind" exploration of large language model society. *Advances in Neural Information Processing Systems*, 36: 51991–52008.
- Li, L.; Martinoli, A.; and Abu-Mostafa, Y. S. 2002. Emergent Specialization in Swarm Systems. In *Proceedings of the Third International Conference on Intelligent Data Engineering and Automated Learning*, IDEAL '02, 261–266. Berlin, Heidelberg: Springer-Verlag. ISBN 3540440259.
- Li, P.; Tang, H.; Yang, T.; Hao, X.; Sang, T.; Zheng, Y.; Hao, J.; Taylor, M. E.; and Wang, Z. 2022a. PMIC: Improving Multi-Agent Reinforcement Learning with Progressive Mutual Information Collaboration. *arXiv preprint arXiv:2203.08553*.
- Li, S.; Puig, X.; Paxton, C.; Du, Y.; Wang, C.; Fan, L.; Chen, T.; Huang, D.-A.; Akyürek, E.; Anandkumar, A.; et al. 2022b. Pre-trained language models for interactive decision-making. *Advances in Neural Information Processing Systems*, 35: 31199–31212.
- Li, S.; Zhou, Y.; Allen, R.; and Kochenderfer, M. J. 2022c. Learning Emergent Discrete Message Communication for Cooperative Reinforcement Learning. In *2022 International Conference on Robotics and Automation (ICRA)*, 5511–5517.
- Li, Z.; Xie, Y.; Shao, R.; Chen, G.; Jiang, D.; and Nie, L. 2024. Optimus-1: Hybrid Multimodal Memory Empowered Agents Excel in Long-Horizon Tasks. *arXiv preprint arXiv:2408.03615*.
- Liang, P.; Bommasani, R.; Lee, T.; Tsipras, D.; Soylu, D.; Yasunaga, M.; Zhang, Y.; Narayanan, D.; Wu, Y.; Kumar, A.; et al. 2022. Holistic Evaluation of Language Models. *Transactions on Machine Learning Research*.
- Lowe, R.; Wu, Y.; Tamar, A.; Harb, J.; Abbeel, P.; and Mordatch, I. 2017. Multi-Agent Actor-Critic for Mixed Cooperative-Competitive Environments.
- Matthews, M.; Beukman, M.; Ellis, B.; Samvelyan, M.; Jackson, M.; Coward, S.; and Foerster, J. 2024. Craftax: A Lightning-Fast Benchmark for Open-Ended Reinforcement Learning. *arXiv:2402.16801*.
- Misra, D.; Bennett, A.; Blukis, V.; Niklasson, E.; Shatkhin, M.; and Artzi, Y. 2018. Mapping instructions to actions in 3d environments with visual goal prediction. *arXiv preprint arXiv:1809.00786*.
- Mordatch, I.; and Abbeel, P. 2017. Emergence of Grounded Compositional Language in Multi-Agent Populations.
- Ngiam, J.; Khosla, A.; Kim, M.; Nam, J.; Lee, H.; Ng, A. Y.; et al. 2011. Multimodal deep learning. In *ICML*, volume 11, 689–696.
- Padmakumar, A.; Thomason, J.; Shrivastava, A.; Lange, P.; Narayan-Chen, A.; Gella, S.; Piramuthu, R.; Tur, G.; and Hakkani-Tur, D. 2022. Teach: Task-driven embodied agents that chat. In *Proceedings of the AAAI Conference on Artificial Intelligence*, volume 36, 2017–2025.
- Pallagani, V.; Muppasani, B.; Murugesan, K.; Rossi, F.; Horeh, L.; Srivastava, B.; Fabiano, F.; and Loreggia, A. 2022. Plansformer: Generating symbolic plans using transformers. *arXiv preprint arXiv:2212.08681*.
- Park, J. S.; O'Brien, J.; Cai, C. J.; Morris, M. R.; Liang, P.; and Bernstein, M. S. 2023. Generative agents: Interactive simulacra of human behavior. In *Proceedings of the 36th annual acm symposium on user interface software and technology*, 1–22.
- Pipattanasomporn, M.; Feroze, H.; and Rahman, S. 2009. Multi-agent systems in a distributed smart grid: Design and implementation. In *2009 IEEE/PES Power Systems Conference and Exposition*, 1–8.
- Pokrass, M.; Colby, C.; Guan, M.; Sanders, T.; and Zhang, B. 2023. Introducing Structured Outputs in the API. <https://openai.com/index/introducing-structured-outputs-in-the-api/>. Core contributors: Chris Colby, Melody Guan, Michelle Pokrass, Ted Sanders, Brian Zhang. Acknowledgments: John Allard, Filipe de Avila Belbute Peres, Ilan Bigio, Owen Campbell-Moore, Chen Ding, Atty Eleti, Elie Georges, Katia Gil Guzman, Jeff Harris, Johannes Heidecke, Beth Hoover, Romain Huet, Tomer Kaftan, Jillian Khoo, Karolis Kosas, Ryan Liu, Kevin Lu, Lindsay McCallum, Rohan Nuttall, Joe Palermo, Leher Pathak, Ishaan Singal, Felipe Petroski Such, Freddie Sulit, David Weedon.
- Raman, S. S.; Cohen, V.; Idrees, I.; Rosen, E.; Mooney, R.; Tellex, S.; and Paulius, D. 2024. Cape: Corrective actions from precondition errors using large language models. In *2024 IEEE International Conference on Robotics and Automation (ICRA)*, 14070–14077. IEEE.
- Rangwala, M.; and Williams, R. 2020. Learning Multi-Agent Communication through Structured Attentive Reasoning. In *Proceedings of the 34th International Conference on Neural Information Processing Systems, NIPS'20*. Red Hook, NY, USA: Curran Associates Inc. ISBN 9781713829546.
- Samvelyan, M.; Rashid, T.; de Witt, C. S.; Farquhar, G.; Nardelli, N.; Rudner, T. G. J.; Hung, C.-M.; Torr, P. H. S.; Foerster, J.; and Whiteson, S. 2019. The StarCraft Multi-Agent Challenge. *arXiv:1902.04043*.

- Savva, M.; Kadian, A.; Maksymets, O.; Zhao, Y.; Wijmans, E.; Jain, B.; Straub, J.; Liu, J.; Koltun, V.; Malik, J.; et al. 2019. Habitat: A platform for embodied ai research. In *Proceedings of the IEEE/CVF international conference on computer vision*, 9339–9347.
- Sharma, P.; Torralba, A.; and Andreas, J. 2021. Skill induction and planning with latent language. *arXiv preprint arXiv:2110.01517*.
- Shinn, N.; Cassano, F.; Gopinath, A.; Narasimhan, K.; and Yao, S. 2024. Reflexion: Language agents with verbal reinforcement learning. *Advances in Neural Information Processing Systems*, 36.
- Shridhar, M.; Thomason, J.; Gordon, D.; Bisk, Y.; Han, W.; Mottaghi, R.; Zettlemoyer, L.; and Fox, D. 2020. Alfred: A benchmark for interpreting grounded instructions for everyday tasks. In *Proceedings of the IEEE/CVF conference on computer vision and pattern recognition*, 10740–10749.
- Song, C. H.; Wu, J.; Washington, C.; Sadler, B. M.; Chao, W.-L.; and Su, Y. 2023. Llm-planner: Few-shot grounded planning for embodied agents with large language models. In *Proceedings of the IEEE/CVF International Conference on Computer Vision*, 2998–3009.
- Sukhbaatar, S.; Szlam, A.; and Fergus, R. 2016. Learning Multiagent Communication with Backpropagation.
- Sumers, T. R.; Yao, S.; Narasimhan, K.; and Griffiths, T. L. 2023. Cognitive architectures for language agents. *arXiv preprint arXiv:2309.02427*.
- Terry, J.; Black, B.; Grammel, N.; Jayakumar, M.; Hari, A.; Sullivan, R.; Santos, L. S.; Dieffendahl, C.; Horsch, C.; Perez-Vicente, R.; et al. 2021. Pettingzoo: Gym for multi-agent reinforcement learning. *Advances in Neural Information Processing Systems*, 34: 15032–15043.
- Touvron, H.; Martin, L.; Stone, K.; Albert, P.; Almahairi, A.; Babaei, Y.; Bashlykov, N.; Batra, S.; Bhargava, P.; Bhosale, S.; et al. 2023. Llama 2: Open foundation and fine-tuned chat models. *arXiv preprint arXiv:2307.09288*.
- Tucker, M.; Levy, R.; Shah, J. A.; and Zaslavsky, N. 2022. Trading off utility, informativeness, and complexity in emergent communication. *Advances in neural information processing systems*, 35: 22214–22228.
- Tucker, M.; Li, H.; Agrawal, S.; Hughes, D.; Sycara, K.; Lewis, M.; and Shah, J. A. 2021. Emergent discrete communication in semantic spaces. *Advances in Neural Information Processing Systems*, 34: 10574–10586.
- Vinyals, O.; Babuschkin, I.; Czarnecki, W. M.; Mathieu, M.; Dudzik, A.; Chung, J.; Choi, D. H.; Powell, R.; Ewalds, T.; Georgiev, P.; et al. 2019. Grandmaster level in StarCraft II using multi-agent reinforcement learning. *nature*, 575(7782): 350–354.
- Wang, G.; Xie, Y.; Jiang, Y.; Mandlkar, A.; Xiao, C.; Zhu, Y.; Fan, L.; and Anandkumar, A. 2023a. Voyager: An open-ended embodied agent with large language models. *arXiv preprint arXiv:2305.16291*.
- Wang, L.; Ma, C.; Feng, X.; Zhang, Z.; Yang, H.; Zhang, J.; Chen, Z.; Tang, J.; Chen, X.; Lin, Y.; et al. 2024. A survey on large language model based autonomous agents. *Frontiers of Computer Science*, 18(6): 186345.
- Wang, T.; Wang, J.; Zheng, C.; and Zhang, C. 2019. Learning nearly decomposable value functions via communication minimization. *arXiv preprint arXiv:1910.05366*.
- Wang, Z.; Cai, S.; Chen, G.; Liu, A.; Ma, X.; and Liang, Y. 2023b. Describe, explain, plan and select: Interactive planning with large language models enables open-world multi-task agents. *arXiv preprint arXiv:2302.01560*.
- Wang, Z.; Mao, S.; Wu, W.; Ge, T.; Wei, F.; and Ji, H. 2023c. Unleashing the emergent cognitive synergy in large language models: A task-solving agent through multi-persona self-collaboration. *arXiv preprint arXiv:2307.05300*.
- Warner, B. C.; Xu, Z.; Haroutounian, S.; Kannampallil, T.; and Lu, C. 2023. Utilizing Semantic Textual Similarity for Clinical Survey Data Feature Selection. *arXiv preprint arXiv:2308.09892*.
- Wu, Y.; Min, S. Y.; Prabhumoye, S.; Bisk, Y.; Salakhutdinov, R. R.; Azaria, A.; Mitchell, T. M.; and Li, Y. 2024. Spring: Studying papers and reasoning to play games. *Advances in Neural Information Processing Systems*, 36.
- Xi, Z.; Chen, W.; Guo, X.; He, W.; Ding, Y.; Hong, B.; Zhang, M.; Wang, J.; Jin, S.; Zhou, E.; et al. 2023. The rise and potential of large language model based agents: A survey. *arXiv preprint arXiv:2309.07864*.
- Xia, F.; Zamir, A. R.; He, Z.; Sax, A.; Malik, J.; and Savarese, S. 2018. Gibson env: Real-world perception for embodied agents. In *Proceedings of the IEEE conference on computer vision and pattern recognition*, 9068–9079.
- Xu, Z.; Zhang, J.; Greenberg, J.; Frumkin, M.; Javeed, S.; Zhang, J. K.; Benedict, B.; Botterbush, K.; Rodebaugh, T. L.; Ray, W. Z.; et al. 2024. Predicting Multi-dimensional Surgical Outcomes with Multi-modal Mobile Sensing: A Case Study with Patients Undergoing Lumbar Spine Surgery. *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies*, 8(2): 1–30.
- Yang, H.; Siew, M.; and Joe-Wong, C. 2024. An LLM-based digital twin for optimizing human-in-the loop systems. *arXiv preprint arXiv:2403.16809*.
- Yang, S.; Nachum, O.; Du, Y.; Wei, J.; Abbeel, P.; and Schuurmans, D. 2023. Foundation models for decision making: Problems, methods, and opportunities. *arXiv preprint arXiv:2303.04129*.
- Yuan, S.; Chen, J.; Fu, Z.; Ge, X.; Shah, S.; Jankowski, C. R.; Xiao, Y.; and Yang, D. 2023. Distilling script knowledge from large language models for constrained language planning. *arXiv preprint arXiv:2305.05252*.
- Zhang, H.; Du, W.; Shan, J.; Zhou, Q.; Du, Y.; Tenenbaum, J. B.; Shu, T.; and Gan, C. 2023. Building Cooperative Embodied Agents Modularly with Large Language Models. In *The Twelfth International Conference on Learning Representations*.
- Zhu, Y.; Gordon, D.; Kolve, E.; Fox, D.; Fei-Fei, L.; Gupta, A.; Mottaghi, R.; and Farhadi, A. 2017. Visual semantic planning using deep successor representations. In *Proceedings of the IEEE international conference on computer vision*, 483–492.

A Environment Description

Below is the instruction prompt that describes the environment. The instruction prompt is sent to the Language Agent at every step to ensure it remains aware of the environment.

Multi-agent Crafter Multi-Agent Crafter is a sandbox game where players gather resources, craft tools, and survive. You are tasked with collaborating with other agents. The ultimate goal is to mine a diamond as quickly as possible, and only one agent needs to obtain the diamond.

I. Key Features

- Unique worlds with varying terrains.

- Resource gathering: wood, stone, coal, iron, diamond.

- Crafting system for tools.

- Survival mechanics such as health, drink, hunger, and energy management.

II. Getting Started

- Collect resources from the environment.

- Use resources to craft basic tools.

- Gather advanced materials with improved tools.

- Craft advanced tools to achieve higher-level goals.

- Ultimately, collect a diamond to complete the main objective.

III. Tips for Success

- Continuously upgrade tools based on the crafting hierarchy.

- Progress to new goals once the current one is complete.

- Learn from setbacks and adapt your approach.

IV. Prerequisites and Crafting Hierarchy

- Collect Cow: {facing: cow}

- Collect Drink: {facing: water}

- Collect Wood: {facing: tree}

- Collect Stone: {facing: stone, wood pickaxe: 1}

- Collect Coal: {facing: coal, wood pickaxe: 1}

- Collect Iron: {facing: iron, stone pickaxe: 1}

- Collect Diamond: {facing: diamond, iron pickaxe: 1}

- Place Table: {facing: grass, wood: 2}

- Place Furnace: {facing: grass, stone: 4}

- Make Wood Pickaxe: {facing: table, wood: 1}

- Make Stone Pickaxe: {facing: table, stone: 1, wood: 1}

- Make Iron Pickaxe: {facing: furnace, iron: 1, coal: 1, wood: 1}

V. Rules About the World

- Assumptions or guesses are not permitted; all actions must be verified using inventory or other references.

- Actions may fail; inventory checks should be performed before proceeding.

- Health stats are crucial. If hunger is low, navigate to a cow and collect it; if drink is low, collect water; if energy is low, sleep.

- To collect or attack, face the material, ensure the correct tool is available, and perform the "do" action repeatedly.

- The Navigator tool can be used to locate targets.

- Placed items should not be placed again unnecessarily, as this consumes additional materials.

B Structured Output Format

The structured output ensures that the model always generates responses adhering to the supplied schema. The schema is designed using the *pydantic* library. The Response Event is structured with four main components: collaboration, reflection, goal, and action. For each component, the language agent is required to answer a different set of questions, guiding its next action selection. The Enum class guarantees that the response is a valid option in the environment, enhancing the language agent's ability to run more smoothly. Below is the detailed schema.

```
1 from pydantic import BaseModel, Field
2 from enum import Enum
3
4 class ResultType(str, Enum):
5     SUCCESS = "success"
6     FAILURE = "failure"
7     IN_PROGRESS = "in_progress"
8
9 class ActionType(str, Enum):
10     noop = "noop"
11     move_left = "move_left"
12     move_right = "move_right"
13     move_up = "move_up"
14     move_down = "move_down"
15     do = "do"
16     sleep = "sleep"
17     place_stone = "place_stone"
18     place_table = "place_table"
19     place_furnace = "place_furnace"
20     place_plant = "place_plant"
21     make_wood_pickaxe = "make_wood_pickaxe"
22     make_stone_pickaxe = "make_stone_pickaxe"
23     make_iron_pickaxe = "make_iron_pickaxe"
24     Navigator = "Navigator"
25     share = "share"
26
27 class GoalType(str, Enum):
28     COLLECT_WOOD = "collect_wood"
29     MAKE_WOOD_PICKAXE = "make_wood_pickaxe"
30     COLLECT_STONE = "collect_stone"
31     MAKE_STONE_PICKAXE = "make_stone_pickaxe"
32     COLLECT_IRON = "collect_iron"
33     MAKE_IRON_PICKAXE = "make_iron_pickaxe"
34     COLLECT_DIAMOND = "collect_diamond"
35
36     PLACE_TABLE = "place_table"
37     PLACE_FURNACE = "place_furnace"
38     COLLECT_COAL = "collect_coal"
39     SHARE = "share"
40
41 class LongTermGoalType(str, Enum):
42     MAKE_WOOD_PICKAXE = "make_wood_pickaxe"
43     MAKE_STONE_PICKAXE = "make_stone_pickaxe"
44     MAKE_IRON_PICKAXE = "make_iron_pickaxe"
45     PLACE_TABLE = "place_table"
46     PLACE_FURNACE = "place_furnace"
47     COLLECT_DIAMOND = "collect_diamond"
48     HELP_AGENT = "help_agent"
49
50 class MaterialType(str, Enum):
51     TABLE = "table"
52     FURNACE = "furnace"
53     GRASS = "grass"
54     SAND = "sand"
55     LAVA = "lava"
56     TREE = "tree"
57     WATER = "water"
```

```

58     STONE = "stone"
59     COAL = "coal"
60     IRON = "iron"
61     DIAMOND = "diamond"
62
63     class NavigationDestinationItems(str, Enum):
64         TREE = "tree"
65         WATER = "water"
66         STONE = "stone"
67         IRON = "iron"
68         DIAMOND = "diamond"
69         COAL = "coal"
70         GRASS = "grass"
71         TABLE = "table"
72         FURNACE = "furnace"
73         NOT_APPLICABLE = "not_applicable"
74
75     class ShareableItems(str, Enum):
76         WOOD = "wood"
77         STONE = "stone"
78         COAL = "coal"
79         IRON = "iron"
80         DIAMOND = "diamond"
81         WOOD_PICKAXE = "wood_pickaxe"
82         STONE_PICKAXE = "stone_pickaxe"
83         IRON_PICKAXE = "iron_pickaxe"
84         NOT_APPLICABLE = "not_applicable"
85
86     class InventoryItems(str, Enum):
87         WOOD = "wood"
88         STONE = "stone"
89         COAL = "coal"
90         IRON = "iron"
91         DIAMOND = "diamond"
92         WOOD_PICKAXE = "wood_pickaxe"
93         STONE_PICKAXE = "stone_pickaxe"
94         IRON_PICKAXE = "iron_pickaxe"
95
96     class Reflection(BaseModel):
97         vision: list[MaterialType] = Field(description="List of materials you see around you."
98         )
99         last_action: ActionType
100        last_action_result: ResultType
101        last_action_result_reflection: str
102        last_action_repeated_reflection: str = Field(description="Did you repeat the last
103        action? If so, why?")
104
105     class Goal(BaseModel):
106         ultimate_goal: LongTermGoalType = Field(description="What is your ultimate goal?")
107         long_term_goal: LongTermGoalType = Field(description="Working towards the ultimate
108         goal, what should be your next goal?")
109         long_term_goal_subgoals: str = Field(Description="What are the subgoals to complete
110         the long term goal?")
111         long_term_goal_progress: GoalType = Field(Description="What is the progress of the
112         long term goal?")
113         long_term_goal_status: ResultType
114         current_goal: GoalType = Field(description="The current goal that you are working on."
115         )
116         current_goal_reason: str
117         current_goal_status: ResultType
118
119     class InventoryItemsCount(BaseModel):
120         item: InventoryItems

```

```

117     count: int
118
119 class NextAction(BaseModel):
120     next_action: ActionType = Field(description="What is the next action you plan to take?"
121                                         ")
122     next_action_reason: str
123     next_action_prerequisites_status: ResultType = Field(description="Are the
124                                         prerequisites met?")
125     next_action_prerequisites: str = Field(description="What prerequisites are not met?")
126     final_next_action: ActionType = Field(description="What is your final decision on next
127                                         action.")
128     final_next_action_reason: str
129     final_target_material_to_collect: NavigationDestinationItems = Field(description="
130                                         Navigate to where?")
131     final_target_material_to_share: ShareableItems = Field(description="Share what?")
132     final_target_agent_id: int = Field(description="Which agent to share with, if
133                                         applicable, or return -1.")
134
135 class Collaboration(BaseModel):
136     target_agent_to_help: int = Field(description="Which agent should you help, if
137                                         applicable?")
138     target_agent_need: ShareableItems = Field(description="What does the target agent need
139                                         , if applicable?")
140     help_method: str = Field(description="What can you do to help the agent, if applicable
141                                         ?")
142     can_help_now: ResultType = Field(description="Can you help the agent now? Do you have
143                                         the resources in inventory?")
144     being_helped_by_agent: int = Field(description="Which agent is helping you, if
145                                         applicable?")
146     help_method_by_agent: str = Field(description="What is the agent doing to help you, if
147                                         applicable?")
148     change_in_plan: str = Field(description="How does the help from the agent change your
149                                         plan, if applicable?")
150
151 class ResponseEvent(BaseModel):
152     episode_number: int = Field(Description="What is the current episode?")
153     timestep: int = Field(Description="What is the current timestep in the episode?")
154     past_events: str = Field(Description="Briefly describe the past events in the episode.
155                                         ")
156     current_facing_direction: MaterialType
157     current_inventory: list[InventoryItemsCount] = Field(Description="What is in your
158                                         current inventory? Only list items with item count greater than 0.")
159     collaboration: Collaboration
160     reflection: Reflection
161     goal: Goal
162     action: NextAction
163     summary: str = Field(Description=(
164         "Summarize the episode, including the timestep, long-term
165         goal, progress, significant events, and plan. "
166         "Explain your actions, the rationale behind your decisions
167         . Treat as if you have done the next actions already.
168         Explain your intended support for other agents (if
169         applicable). What should come next?"
170         "Keep the summary concise and focused on key information,
171         using *past tense* for everything as it serves as a
172         note for future reference. Use clear and plain
173         language."
174         "Use PAST TENSE!!!\n")
175 )

```

C Adaptive Hierarchical Knowledge Graph

Below is the Adaptive Knowledge Graph of Agent 0 in a six-agent communication setting. Blue nodes represent step nodes, green nodes represent goal nodes, and red nodes represent long-term goal nodes. Note that a goal node may be associated with multiple step nodes, and a long-term goal node may be associated with multiple goal nodes.

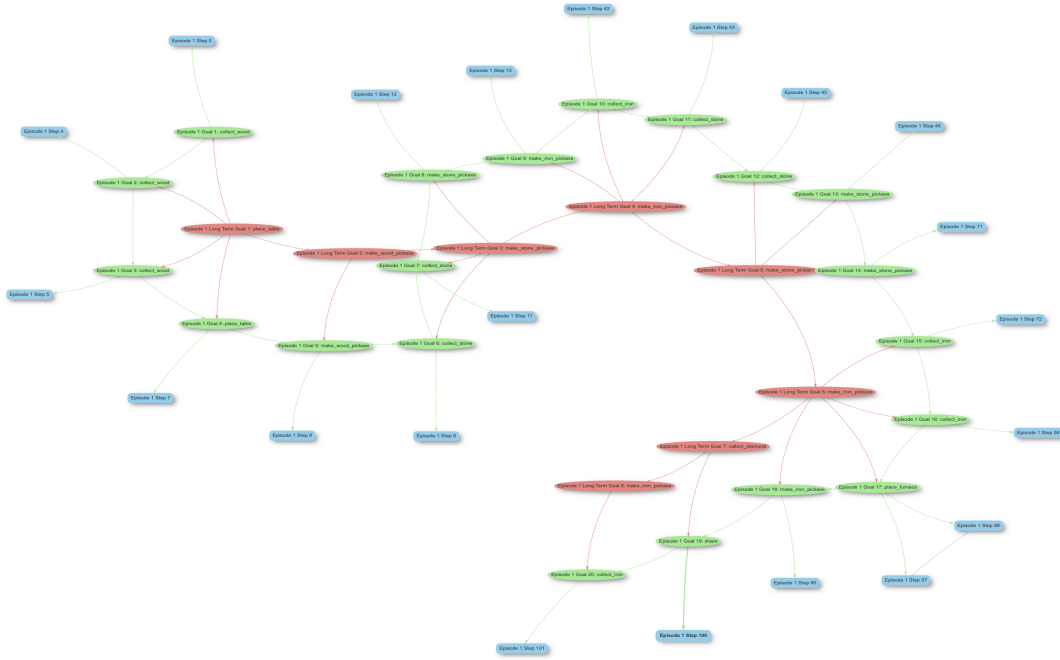


Figure 7: Example of an Adaptive Hierarchical Knowledge Graph for an Agent in an Episode.

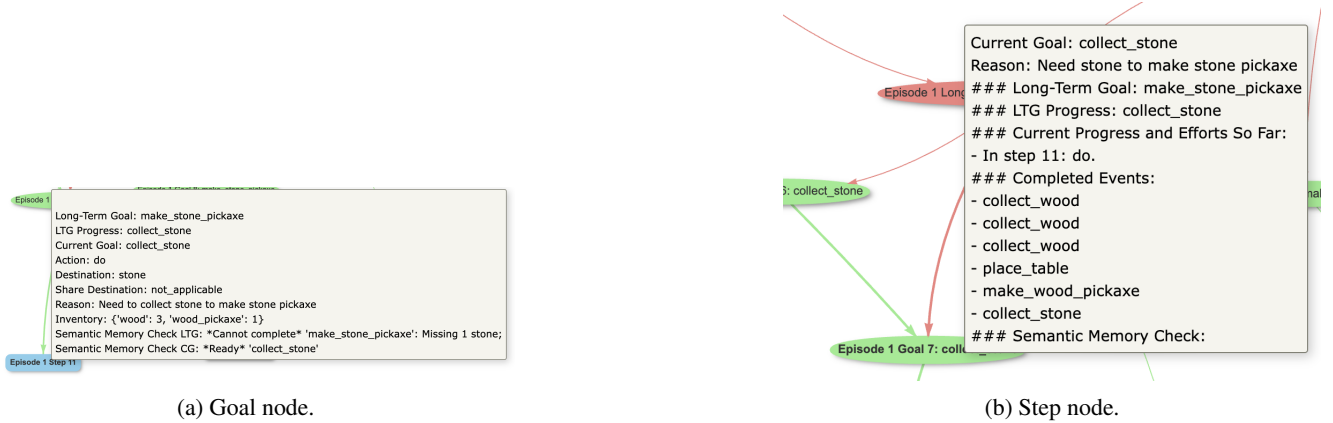


Figure 8: Example of a step node and a goal node in the Adaptive Hierarchical Knowledge Graph.

D Six Agents with Communication - Memory of Each Agent in the Same Game

Figure 9 illustrates each agent's memory structure during gameplay. While each agent independently controls its own behavior and maintains its own memory, the Structured Communication System (S-CS) ensures they remain aware of others' progress, enabling timely and adaptive cooperation.

Agent 0, responsible for tool crafting, follows a sequential memory structure, reflecting hierarchical goal progression. Agent 1, tasked with assisting Agent 0, develops clustered memories centered on crafting and resource gathering, helping Agent 0 with its needs. Similarly, Agent 2 supports Agent 1, with memory clusters focused on cooperative material collection and crafting tasks. These agents dynamically adjust their strategies based on shared information in a decentralized manner.

Agents 3 and 4, focused on resource sharing, exhibit simpler, less interconnected memory structures since their role is primarily to collect and distribute materials rather than craft tools. Agent 5, which monitors the overall team's progress, integrates information from all agents and determines when to transition toward diamond collection.

The S-CS plays a crucial role in shaping these memory patterns. Crafting agents exhibit structured, sequential goal formation, while resource-gathering agents maintain more discrete clusters, prioritizing aid based on real-time assessments. Decentralized decision-making, enhanced by communication, ensures that agents act autonomously while dynamically adapting their goals to support the team. By optimizing task allocation and minimizing redundant efforts, S-CS enables more effective decentralized cooperation.

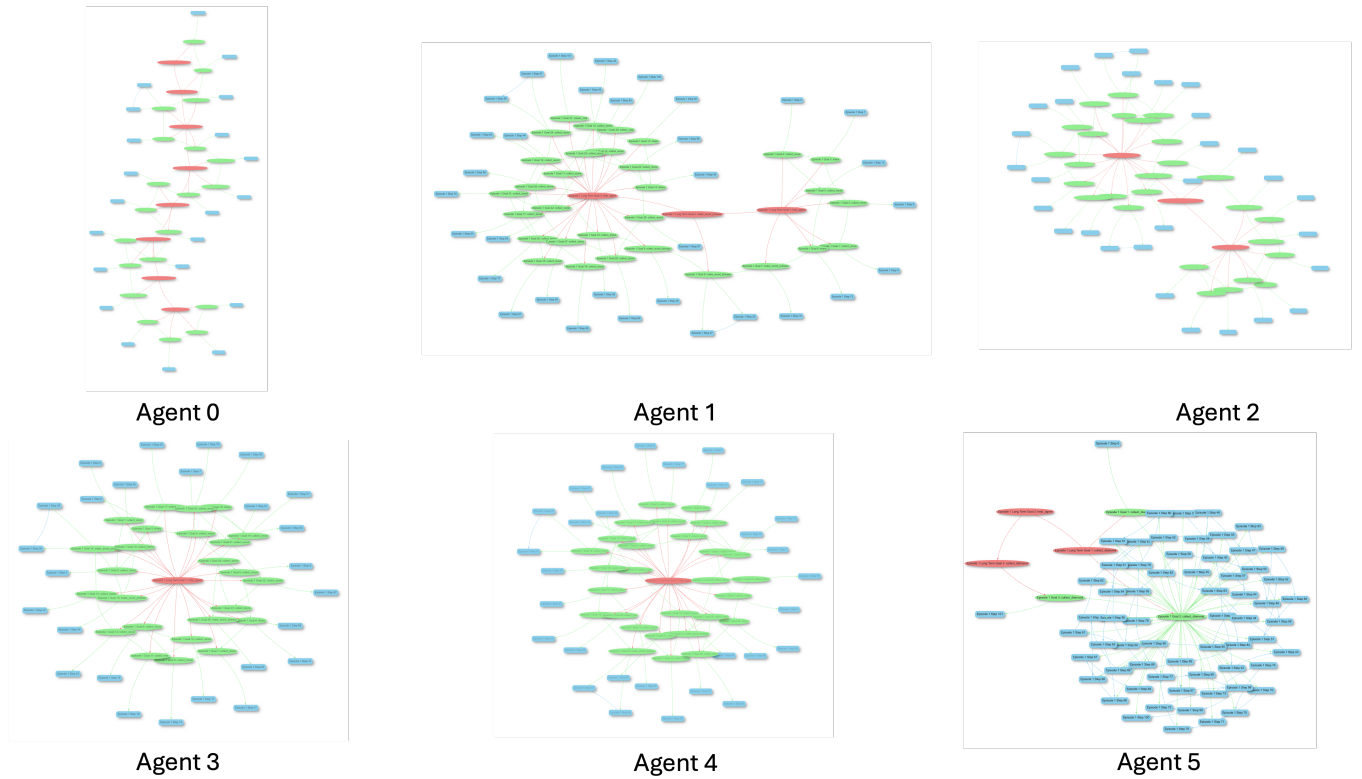


Figure 9: Memory of each agent in a game play.

E Complete Game Trajectories

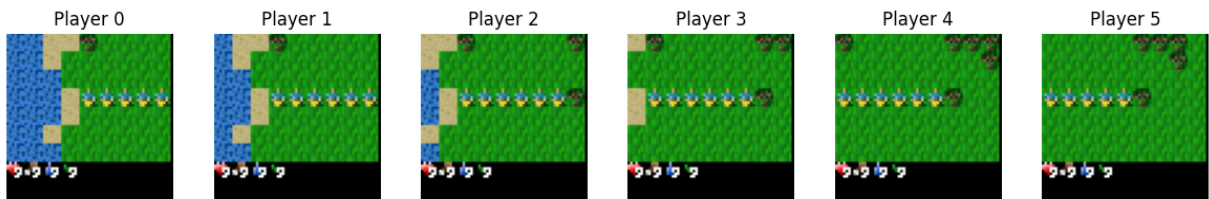
The complete game trajectory of six agents with memory and communication is presented below.

In [8]:

```

===== total step: 0 current st
ep: 0 =====
Player 0 is doing ('noop', '', '', -1) with action noop; current status: Act
ionStatus.DONE
agent_0
Player 1 is doing ('noop', '', '', -1) with action noop; current status: Act
ionStatus.DONE
agent_1
Player 2 is doing ('noop', '', '', -1) with action noop; current status: Act
ionStatus.DONE
agent_2
Player 3 is doing ('noop', '', '', -1) with action noop; current status: Act
ionStatus.DONE
agent_3
Player 4 is doing ('noop', '', '', -1) with action noop; current status: Act
ionStatus.DONE
agent_4
Player 5 is doing ('noop', '', '', -1) with action noop; current status: Act
ionStatus.DONE
agent_5

```



agent_id	context	info	summary
0 0	<p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 0 steps into the episode. You are at loaction [29 32]. - Facing Direction: You are facing a grass. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>### Collaboration: Need Your Help</p> <p>You are agent 0. Focus on your tasks while other agents share resources with you. Once you craft an iron_pickaxe, you should share it to agent 5</p>	<p>long_term_goal: make_wood_pickaxe</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 0. In Episode: 1 ; Timestep: 0. My inventory contained nothing. In the past, I successfully started with clear conditions. On collaboration, Agent 1 was set to help me by sharing resources. I navigated to a tree because I needed wood to craft a basic tool. This action was in progress. I planned to work towards making a wood pickaxe because it is necessary to advance in the crafting hierarchy and ultimately collect a diamond.</p>
1 1	<p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 0 steps into the episode. You are at loaction [30 32]. - Facing Direction: You are facing a grass. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 1. In Episode: 1 ; Timestep: 0. My inventory contained nothing. In the past, I successfully n/a; I failed to n/a. On collaboration, I needed to help Agent 0. I navigated to a tree because I needed wood to develop tools and aid Agent 0. This action succeeded. I planned to work towards collecting wood because it is necessary to craft tools to assist Agent 0.</p>

agent_id	context	info	summary
	<p>The last 7 actions are:</p> <p>### Collaboration: Need Your Help!!!</p> <p>### Collaboration Policy You are agent 1. Your ultimate goal is help_agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
2 2	<p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 0 steps into the episode. You are at loaction [31 32]. - Facing Direction: You are facing a grass. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>### Collaboration: Need Your Help!!!</p> <p>### Collaboration Policy You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. You long-term goal should be 'help_agent'.</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 2. In Episode: 1; Timestep: 0. My inventory contained nothing. In the past, I successfully started the episode; I failed to act as there were no past actions. On collaboration, I monitored agents' needs, but no immediate help was necessary. I navigated to a tree because collecting wood is essential for advancing tools and helping other agents. This action was in progress because I needed to gather basic resources. I planned to work towards collecting wood because it's crucial for crafting the first tool and potentially helping other agents.</p>

agent_id	context	info	summary
	<p>You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3 3	<p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 0 steps into the episode. You are at loaction [32 32]. - Facing Direction: You are facing a grass. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>### Collaboration: Need Your Help!!!</p> <p>### Collaboration Policy</p> <p>You are agent 3. Your ultimate goal is help_agent 0 and help_agent 2. You should prioritize helping agent 0.</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 3. In Episode: 1 ; Timestep: 0. My inventory contained nothing. In the past, I successfully gathered wood and stone; I failed to assist Agent 0 due to lack of resources. On collaboration, I aimed to help Agent 0 but needed more resources. I navigated to a tree to gather wood because I needed to craft tools. This action was successful because a tree was accessible. I planned to work towards helping Agent 0 by gathering resources because it's the current long-term goal.</p>

agent_id	context	info	summary
	<p>You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
4 4	<p>### Current Experience</p> <p>- This is episode 1. It is currently 0 steps into the episode. You are at loaction [33 32].</p> <p>- Facing Direction: You are facing a grass.</p> <p>- Current Health Stats: health: 9, food: 9, drink: 9, energy: 9.</p> <p>- Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>### Collaboration: Need Your Help!!!</p> <p>### Collaboration Policy</p> <p>You are agent 4. Your ultimate goal is help_agent 0 and</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 4. In Episode: 1; Timestep: 0. My inventory contained no materials. On collaboration, no requests for help were identified yet, so I focused on collecting resources for tool advancement. I prepared to navigate to a tree to start collecting wood because it is essential for crafting tools. This action was in progress to help in future collaborations. I planned to work towards helping agents by first advancing my tools and resources.</p>

agent_id	context	info	summary
	<p>help_agent 3. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
5 5	<p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 0 steps into the episode. You are at loaction [34 32]. - Facing Direction: You are facing a grass. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>### Collaboration: Need Your Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your</p>	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: Navigator</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 5. In Episode: 1; Timestep: 0. My inventory contained nothing. In the past, I successfully started the episode with no actions. On collaboration, I was set to receive an iron pickaxe from Agent 4 to collect a diamond. I navigated towards a diamond because I am tasked with collecting it. This action was in progress since I needed to locate a diamond first. I planned to work towards collecting a diamond because this is the ultimate goal of my current task.</p>

agent_id	context	info	summary
	<p>long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
0%	1/350 [00:19<1:53:24, 19.50s/it]		<p>===== total step: 1 current step: 1 =====</p> <p>Knowledge graph saved to results/agent_0/knowledge_graph_1.html length route 3</p> <p>Knowledge graph saved to results/agent_1/knowledge_graph_1.html length route 4</p> <p>Knowledge graph saved to results/agent_2/knowledge_graph_1.html length route 5</p> <p>Knowledge graph saved to results/agent_3/knowledge_graph_1.html length route 5</p> <p>Knowledge graph saved to results/agent_4/knowledge_graph_1.html length route 4</p> <p>Knowledge graph saved to results/agent_5/knowledge_graph_1.html length route 44</p> <p>Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, - 1) with action move_up; current status: ActionStatus.IN_PROGRESS</p> <p>Knowledge graph saved to results/agent_0/knowledge_graph_1.html agent_0</p> <p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: *Cannot complete* 'make_wood_pickaxe': Missing 1 wood;- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree; <p>Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, - 1) with action move_up; current status: ActionStatus.IN_PROGRESS</p>
1%	2/350 [00:19<57:21, 9.89s/it]		

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

agent_1

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

agent_2

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

agent_3

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;

===== total step: 2 current step: 2 =====

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

length route 2

Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 3

Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 4

Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 4

Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 3

Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 43

Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, - 1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': Missing 1 wood;
- For immediate goal: *Ready* 'collect_wood'

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, - 1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, - 1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, - 1) with action move_down; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, - 1) with action move_down; current status: ActionStatus.IN_PROGRESS

1%| | 3/350 [00:19<38:27, 6.65s/it]

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;

===== total step: 3 current step: 3 =====

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

length route 1

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

length route 2

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

length route 3

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

length route 5

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

length route 2

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

length route 42

Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.ALMOST_DONE

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

agent_0

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': Missing 1 wood;
- For immediate goal: *Ready* 'collect_wood'

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

agent_1

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -

1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

agent_2

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

agent_3

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Ready* 'collect_wood'

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id	context	info	summary
0 0	<p>### Last Experience Summary</p> <p>This is agent 0. In Episode: 1 ; Timestep: 0. My inventory contained nothing. In the past, I successfully started with clear conditions. On collaboration, Agent 1 was set to help me by sharing resources. I navigated to a tree because I needed wood to craft a basic tool. This action was in progress. I planned to work towards making a wood pickaxe because it is necessary to advance in the crafting hierarchy and ultimately collect a diamond.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 3 steps into the episode. You are at loaction [29 30]. - Facing Direction: You are facing a tree. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: still needs to be placed. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* <p>'make_wood_pickaxe': Missing 1 wood;</p> <ul style="list-style-type: none"> - For immediate goal: *Ready* <p>'collect_wood'</p> <ul style="list-style-type: none"> - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: <ul style="list-style-type: none"> - In step 0: Navigator to tree. . <p>### Collaboration: Need Your</p>	<p>long_term_goal: make_wood_pickaxe</p> <p>current_goal: collect_wood</p> <p>op: do</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 0. In Episode: 1 ; Timestep: 3. My inventory contained nothing. In the past, I successfully navigated to a tree. On collaboration, I was to wait for Agent 1 to share resources. I prepared to collect wood because I needed it to craft tools. This action was in progress. I planned to work towards making a wood pickaxe because it is essential for acquiring advanced materials.</p>

agent_id		context	info	summary
		Help You are agent 0. Focus on your tasks while other agents share resources with you. Once you craft an iron_pickaxe, you should share it to agent 5		
1	1	in progress	in progress	in progress
2	2	in progress	in progress	in progress
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
1% 4/350 [00:30<44:39, 7.74s/it]				

```

===== total step: 4 current st
ep: 4 =====
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 4
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 4
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 41
Player 0 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.TREE:
'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action
do; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table; need to place a table first, and Missing 1
wood, and navigate to grass to place it;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_left; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

```

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_right; current status: ActionStatus.ALMOST_DONE

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Ready* 'collect_wood'

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id	context	info	summary
0 0	<p>### Last Experience Summary</p> <p>This is agent 0. In Episode: 1 ; Timestep: 3. My inventory contained nothing. In the past, I successfully navigated to a tree. On collaboration, I was to wait for Agent 1 to share resources. I prepared to collect wood because I needed it to craft tools. This action was in progress. I planned to work towards making a wood pickaxe because it is essential for acquiring advanced materials.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 4 steps into the episode. You are at loaction [29 30]. - Facing Direction: You are facing a player. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 1, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: still needs to be placed. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* <p>'make_wood_pickaxe': everything is ready, should navigate to table; need to place a table first, and Missing 1 wood, and navigate to grass to place it;</p> <ul style="list-style-type: none"> - For immediate goal: should work on long-term goal now. 	<p>long_term_goal: make_wood_pickaxe</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 0. In Episode: 1 ; Timestep: 4. My inventory contained 1 wood. In the past, I successfully navigated to a tree; I failed to collect additional wood. On collaboration, I was being aided by Agent 1 with resource sharing. I navigated to a tree because I needed more wood to place a table and craft a wood pickaxe. This action was in progress, as I could not collect enough wood. I planned to work towards placing a table because I need the crafting station for tool creation.</p>

agent_id	context	info	summary
	<p>- To satisfy the prerequisite, you made the following efforts recently towards collect_wood:</p> <ul style="list-style-type: none"> - In step 3: do. . <p>### Collaboration: Need Your Help</p> <p>You are agent 0. Focus on your tasks while other agents share resources with you. Once you craft an iron_pickaxe, you should share it to agent 5</p>		
1 1	<p>### Last Experience Summary</p> <p>This is agent 1. In Episode: 1 ; Timestep: 0. My inventory contained nothing. In the past, I successfully n/a; I failed to n/a. On collaboration, I needed to help Agent 0. I navigated to a tree because I needed wood to develop tools and aid Agent 0. This action succeeded. I planned to work towards collecting wood because it is necessary to craft tools to assist Agent 0.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 4 steps into the episode. You are at loaction [29 29]. - Facing Direction: You are facing a sand. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: still needs to be placed. - Furnace: still needs to be 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: do</p> <p>navigate to: tree</p> <p>share: wood</p> <p>target_agent_id: 0</p>	<p>This is agent 1. In Episode: 1 ; Timestep: 4. My inventory contained nothing. In the past, I successfully navigated to a tree; I failed to collect wood previously due to not reaching the tree yet. On collaboration, I need to help Agent 0 by gathering and sharing resources. I navigated to a tree because it is necessary to gather wood for crafting essential tools and to assist Agent 0. This action succeeded as I am now near a tree. I planned to work towards helping Agent 0 by collecting wood because they require it for their progression.</p>

agent_id		context	info	summary
		placed.		
		<p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* <p>'collect_wood': everything is ready, should navigate to tree;</p> <ul style="list-style-type: none"> - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: - In step 0: Navigator to tree. <p>.</p> <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>### Collaboration Policy</p> <p>You are agent 1. Your ultimate goal is help_agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
2	2	in progress	in progress	in progress
3	3	in progress	in progress	in progress
4	4	<p>### Last Experience Summary</p> <p>This is agent 4. In Episode: 1; Timestep: 0. My inventory contained no materials. On collaboration, no requests for help were identified yet, so I focused on collecting resources for tool advancement. I prepared to navigate to a tree to start collecting wood because it is essential for crafting tools. This action was in progress to help in future collaborations. I</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: do</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 4. In Episode: 1; Timestep: 4. My inventory contained no materials. In the past, I successfully navigated to a tree; I failed to share resources as I lacked inventory. On collaboration, I was aware of the need to help agents but focused on advancing tools due to my limited resources. I collected</p>

agent_id	context	info	summary
	<p>planned to work towards helping agents by first advancing my tools and resources.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 4 steps into the episode. You are at loaction [34 32]. - Facing Direction: You are facing a tree. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: still needs to be placed. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Ready* 'collect_wood' - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: <ul style="list-style-type: none"> - In step 0: Navigator to tree. <p>.</p> <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools. Agent 3 is completing the task.</p> <p>### Collaboration Policy</p>		<p>wood because it's essential for crafting tools. This action was in progress because I was actively working towards collecting it. I planned to work towards helping agents by first gathering resources and advancing tools.</p>

agent_id		context	info	summary
		<p>You are agent 4. Your ultimate goal is help_agent 0 and help_agent 3. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
5	5	in progress	in progress	in progress
1%		5/350 [00:43<50:04, 8.71s/it]		

```

===== total step: 5 current st
ep: 5 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 8
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 40
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table; need to place a table first, and Missing 1
wood, and navigate to grass to place it;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.TREE:
'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action do; current status: A
ctionStatus.DONE
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 4 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.TREE:
'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action

```

do; current status: `ActionStatus.DONE`

Knowledge graph saved to `results/agent_4/knowledge_graph_1.html`

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

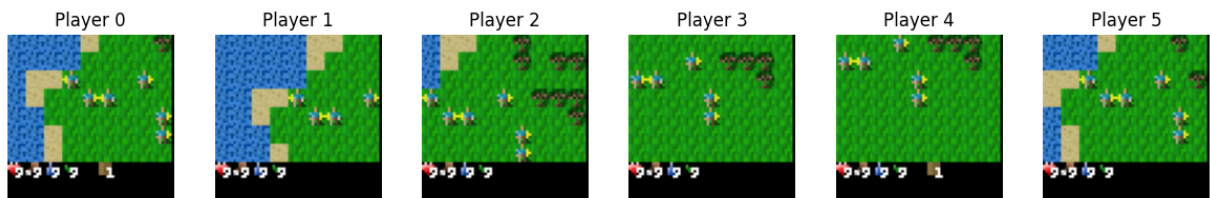
Player 5 is doing (`<ActionType.Navigator: 'Navigator'>`, `<NavigationDestinationItems.DIAMOND: 'diamond'>`, `<ShareableItems.NOT_APPLICABLE: 'not_applicable'>`, -1) with action `move_left`; current status: `ActionStatus.IN_PROGRESS`

Knowledge graph saved to `results/agent_5/knowledge_graph_1.html`

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	<p>### Last Experience Summary</p> <p>This is agent 1. In Episode: 1 ; Timestep: 4. My inventory contained nothing. In the past, I successfully navigated to a tree; I failed to collect wood previously due to not reaching the tree yet. On collaboration, I need to help Agent 0 by gathering and sharing resources. I navigated to a tree because it is necessary to gather wood for crafting essential tools and to assist Agent 0. This action succeeded as I am now near a tree. I planned to work towards helping Agent 0 by collecting wood because they require it for their progression.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 5 steps into the episode. You are at loaction [29 29]. - Facing Direction: You are facing a sand. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: still needs to be placed. - Furnace: still needs to be placed. 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 1. In Episode: 1 ; Timestep: 5. My inventory contained nothing. In the past, I successfully navigated towards a tree; I failed to collect wood because I hadn't reached it yet. On collaboration, I was focused on helping Agent 0 by attempting to gather wood. I navigated to a tree because it is necessary to gather wood to craft essential tools and to assist Agent 0. This action was in progress as I was positioning myself closer to the tree. I planned to work towards helping Agent 0 by collecting and sharing wood because they require it for their progression.</p>

agent_id	context	info	summary
	<p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.- For immediate goal: *Cannot complete* <p>'collect_wood': everything is ready, should navigate to tree;</p> <ul style="list-style-type: none">- To satisfy the prerequisite, you made the following efforts recently towards collect_wood:- In step 4: do. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>### Collaboration Policy</p> <p>You are agent 1. Your ultimate goal is help_agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
2	2	in progress	in progress
3	3	in progress	in progress
4	4	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 4. In Episode: 1; Timestep: 5. My inventory contained: wood: 1. In the past, I successfully navigated to a tree; I failed to share resources as I lacked inventory. On collaboration, Agent 0 and Agent 3 were working, so I needed to focus on advancing tools. I attempted to collect more wood because it is essential for crafting tools. This action was in progress because I need more wood. I planned to work towards my goal of</p>

agent_id	context	info	summary
	<p>was actively working towards collecting it. I planned to work towards helping agents by first gathering resources and advancing tools.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 5 steps into the episode. You are at loaction [34 32]. - Facing Direction: You are facing a grass. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 1, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: still needs to be placed. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree; - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: <ul style="list-style-type: none"> - In step 4: do. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on</p>		<p>helping agents by sharing resources as needed.</p>

agent_id		context	info	summary
		<p>advancing your tools. Agent 3 is completing the task.</p> <p>### Collaboration Policy You are agent 4. Your ultimate goal is help_agent 0 and help_agent 3. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
5	5	in progress	in progress	in progress
2%		7/350 [00:57<47:18, 8.27s/it]		

```

===== total step: 6 current st
ep: 6 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 7
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 7
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 4
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 39
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table; need to place a table first, and Missing 1
wood, and navigate to grass to place it;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Ready* 'collect_wood'

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

```

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;

===== total step: 7 current step: 7 =====

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

length route 6

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

length route 9

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

length route 1

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

length route 2

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

length route 3

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

length route 38

Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

agent_0

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table; need to place a table first, and Missing 1 wood, and navigate to grass to place it;
- For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_down; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

agent_1

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.

- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_right; current status: ActionStatus.ALMOST_DONE

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

agent_2

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.

- For immediate goal: *Ready* 'collect_wood'

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

agent_3

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.

- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.

- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;

- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1; Timestep: 0. My inventory contained nothing. In the past, I successfully started the episode; I failed to act as there were no past actions. On collaboration, I monitored agents' needs, but no immediate help was necessary. I navigated to a tree because collecting wood is essential for advancing tools and helping other agents. This action was in progress because I needed to gather basic resources. I planned to work towards collecting wood because it's crucial for crafting the first tool and potentially helping other agents.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 7 steps into the episode. You are at loaction [34 29]. - Facing Direction: You are facing a tree. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. ### Past Actions <p>The last 7 actions are: Attempted "navigate to a tree".</p> ### Crafting Station <p>Availability:</p> <ul style="list-style-type: none"> - Table: still needs to be 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: do</p> <p>navigate to: tree</p> <p>share: wood</p> <p>target_agent_id: 0</p>	<p>This is agent 2. In Episode: 1; Timestep: 7. My inventory contained nothing. In the past, I successfully navigated to a tree to start gathering wood; I failed to collect wood as the process was still in progress. On collaboration, I identified no immediate needs from other agents. I navigated, and now, I focused on performing the 'do' action to collect wood because it is required to advance tool crafting and enable support for other agents. This action was in progress because the collection process takes time. I planned to work towards the goal of collecting wood to make a wood pickaxe, preparing to help agent 0 by sharing resources once collected.</p>

agent_id	context	info	summary
	<p>placed.</p> <ul style="list-style-type: none">- Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.- For immediate goal: *Ready* 'collect_wood'- To satisfy the prerequisite, you made the following efforts recently towards collect_wood:- In step 0: Navigator to tree. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0.</p> <p>You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3 3	in progress	in progress	in progress

agent_id		context	info	summary
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
2% 8/350 [01:05<46:41, 8.19s/it]				

```

===== total step: 8 current st
ep: 8 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 5
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 8
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 37
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table; need to place a table first, and Missing 1
wood, and navigate to grass to place it;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.TREE:
'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action do; current status: A
ctionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

```

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1; Timestep: 7. My inventory contained nothing. In the past, I successfully navigated to a tree to start gathering wood; I failed to collect wood as the process was still in progress. On collaboration, I identified no immediate needs from other agents. I navigated, and now, I focused on performing the 'do' action to collect wood because it is required to advance tool crafting and enable support for other agents. This action was in progress because the collection process takes time. I planned to work towards the goal of collecting wood to make a wood pickaxe, preparing to help agent 0 by sharing resources once collected.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 8 steps into the episode. You are at loaction [34 29]. - Facing Direction: You are facing a player. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 1, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do".</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: wood</p> <p>target_agent_id: 0</p>	<p>This is agent 2. In Episode: 1; Timestep: 8. My inventory contained 1 wood. In the past, I successfully navigated to a tree and collected wood; I failed to collect more because the process takes time. On collaboration, neither Agent 0 nor Agent 1 indicated they needed help, so I focused on advancing my tools.</p> <p>I navigated to collect wood because I needed it for crafting a wood pickaxe to ultimately assist other agents. This action succeeded, as I collected 1 wood. I planned to work towards collecting more wood to complete my tool advancement.</p>

agent_id	context	info	summary
	<p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: still needs to be placed. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* <p>'collect_wood': everything is ready, should navigate to tree;</p> <ul style="list-style-type: none"> - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: - In step 7: do. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need</p>		

agent_id	context	info	summary
	help, you should focus on advancing your tools.		
3 3	<p>### Last Experience Summary</p> <p>This is agent 3. In Episode: 1 ; Timestep: 0. My inventory contained nothing. In the past, I successfully gathered wood and stone; I failed to assist Agent 0 due to lack of resources. On collaboration, I aimed to help Agent 0 but needed more resources. I navigated to a tree to gather wood because I needed to craft tools. This action was successful because a tree was accessible. I planned to work towards helping Agent 0 by gathering resources because it's the current long-term goal.</p> <p>### Current Experience</p> <ul style="list-style-type: none">- This is episode 1. It is currently 8 steps into the episode. You are at loaction [35 29].- Facing Direction: You are facing a grass.- Current Health Stats: health: 9, food: 9, drink: 9, energy: 9.- Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none">- Table: still needs to be placed.- Furnace: still needs to be placed. <p>### Prerequisites Check:</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 3. In Episode: 1 ; Timestep: 8. My inventory contained nothing. In the past, I successfully navigated but failed to collect wood due to misplaced navigation. On collaboration, I prioritized tool advancement as agents do not need help now. I attempted to navigate to a tree to gather wood because I required it to craft tools. This action was in progress because I did not reach a tree yet. I planned to work towards collecting wood because it's necessary for tool advancement when no agents require assistance.</p>

agent_id	context	info	summary
	<p>- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.</p> <p>- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;</p> <p>- To satisfy the prerequisite, you made the following efforts recently towards collect_wood:</p> <p>- In step 0: Navigator to tree. .</p> <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 2 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 3. Your ultimate goal is help_agent 0 and help_agent 2. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
4	4	in progress	in progress
5	5	in progress	in progress

3% || | 9/350 [01:17<48:39, 8.56s/it]

```

===== total step: 9 current st
ep: 9 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 4
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 7
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 36
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table; need to place a table first, and Missing 1
wood, and navigate to grass to place it;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action move_u
p; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pi
ckaxe;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Ready* 'collect_wood'

```

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Ready* 'collect_wood'

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	in progress	in progress	in progress
3	3	<p>### Last Experience Summary This is agent 3. In Episode: 1 ; Timestep: 8. My inventory contained nothing. In the past, I successfully navigated but failed to collect wood due to misplaced navigation. On collaboration, I prioritized tool advancement as agents do not need help now. I attempted to navigate to a tree to gather wood because I required it to craft tools. This action was in progress because I did not reach a tree yet. I planned to work towards collecting wood because it's necessary for tool advancement when no agents require assistance.</p> <p>### Current Experience - This is episode 1. It is currently 9 steps into the episode. You are at loaction [35 29]. - Facing Direction: You are facing a tree. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "navigate to a tree". Attempted "navigate to a tree".</p> <p>### Crafting Station Availability: - Table: still needs to be placed. - Furnace: still needs to be placed.</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: do</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 3. In Episode: 1; Timestep: 9. My inventory contained nothing. In the past, I successfully navigated towards trees but failed to collect wood. On collaboration, Agent 2 needs a wood pickaxe, but I lacked resources to assist currently. I collected wood because I required it for crafting tools. This action was in progress because I had just positioned to collect it. I planned to work towards collecting wood because it is necessary for both personal advancement and assisting other agents.</p>

agent_id	context	info	summary
	<p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Ready* 'collect_wood' - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: <ul style="list-style-type: none"> - In step 0: Navigator to tree. <p>; in In step 8: Navigator to tree. .</p> <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools. Agent 2 is working on 'collect_stone', Missing 1 wood_pickaxe; If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you. Else, work on advancing your tools.</p> <p>### Collaboration Policy</p> <p>You are agent 3. Your ultimate goal is help_agent 0 and help_agent 2. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help,</p>		

agent_id		context	info	summary
		you should focus on advancing your tools.		
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
3% 10/350 [01:27<49:26, 8.73s/it]				

```

===== total step: 10 current s
tep: 10 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 6
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 35
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table; need to place a table first, and Missing 1
wood, and navigate to grass to place it;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action move_u
p; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pi
ckaxe;

Player 3 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.TREE:
'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action
do; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

```

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.ALMOST_DONE

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1; Timestep: 8. My inventory contained 1 wood. In the past, I successfully navigated to a tree and collected wood; I failed to collect more because the process takes time. On collaboration, neither Agent 0 nor Agent 1 indicated they needed help, so I focused on advancing my tools. I navigated to collect wood because I needed it for crafting a wood pickaxe to ultimately assist other agents. This action succeeded, as I collected 1 wood. I planned to work towards collecting more wood to complete my tool advancement.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 10 steps into the episode. You are at loaction [34 28]. - Facing Direction: You are facing a tree. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 1, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do".</p>	<p>long_term_goal: help_agent</p> <p>current_goal: make_wood_pickaxe</p> <p>op: place_table</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 2. In Episode: 1; Timestep: 10. My inventory contained 1 wood. In the past, I successfully navigated to and collected wood; I failed to make further progress as more resources are needed. On collaboration, neither Agent 0 nor Agent 1 requested help, so I focused on advancing my tools.</p> <p>I successfully placed a table to craft a wood pickaxe because I needed it to collect stone and assist others. This action succeeded as I had 1 wood. I planned to work towards 'make_wood_pickaxe' because it is required to advance my tools and help the team.</p> <p>In summary, I focused on advancing my tools, especially aiming to make a wood pickaxe, and I placed a table successfully to facilitate crafting. Looking ahead, I should continue to gather resources for further crafting.</p>

agent_id	context	info	summary
	<p>Attempted "navigate to a tree".</p> <p>### Crafting Station Availability: - Table: still needs to be placed. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pickaxe; - To satisfy the prerequisite, you made the following efforts recently towards collect_stone: - In step 8: Navigator to tree. .</p> <p>### Collaboration: Need Your Help!!! Agent 0 is completing its task. You should focus on advancing your tools. Agent 1 is completing the task.</p> <p>### Collaboration Policy You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the</p>		

agent_id	context	info	summary
	agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.		
3 3	<p>### Last Experience Summary</p> <p>This is agent 3. In Episode: 1; Timestep: 9. My inventory contained nothing. In the past, I successfully navigated towards trees but failed to collect wood. On collaboration, Agent 2 needs a wood pickaxe, but I lacked resources to assist currently. I collected wood because I required it for crafting tools. This action was in progress because I had just positioned to collect it. I planned to work towards collecting wood because it is necessary for both personal advancement and assisting other agents.</p> <p>### Current Experience</p> <ul style="list-style-type: none">- This is episode 1. It is currently 10 steps into the episode. You are at loaction [35 29].- Facing Direction: You are facing a player.- Current Health Stats: health: 9, food: 9, drink: 9, energy: 9.- Current Inventory: sapling: 0, wood: 1,	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 3. In Episode: 1; Timestep: 10. My inventory contained 1 wood. In the past, I successfully collected wood but failed to help agents instantly due to insufficient resources. On collaboration, Agent 2 needs a wood pickaxe, but I couldn't help immediately due to lacking wood. I navigated towards trees because I needed more wood for crafting. This action was in progress because the more wood is required to craft a table and tools. I planned to work towards helping Agent 2 because sharing crafted tools speeds collaboration.</p>

agent_id	context	info	summary
	<p>stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "do".</p> <p>### Crafting Station Availability: - Table: still needs to be placed. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree; - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: - In step 9: do. .</p> <p>### Collaboration: Need Your Help!!! Agent 0 is completing its task. You should focus on advancing your tools. Agent 2 is working on 'collect_stone', Missing 1 wood_pickaxe; If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is</p>		

agent_id	context	info	summary
	<p>working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>### Collaboration Policy</p> <p>You are agent 3. Your ultimate goal is help_agent 0 and help_agent 2. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
4 4	<p>### Last Experience Summary</p> <p>This is agent 4. In Episode: 1; Timestep: 5. My inventory contained: wood: 1. In the past, I successfully navigated to a tree; I failed to share resources as I lacked inventory. On collaboration, Agent 0</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: wood</p> <p>target_agent_id: 0</p>	<p>This is agent 4. In Episode: 1; Timestep: 10. My inventory contained: wood: 1. In the past, I successfully navigated towards resources; I failed to gather sufficient wood. On collaboration, Agent 0 needed resources, so I prioritized gathering wood. I navigated to a tree because wood is necessary to help Agent 0 and advance my tools. This action was in progress because I</p>

agent_id	Context	info	summary
	<p>and Agent 3 were working, so I needed to focus on advancing tools. I attempted to collect more wood because it is essential for crafting tools. This action was in progress because I need more wood. I planned to work towards my goal of helping agents by sharing resources as needed.</p> <p>### Current Experience</p> <ul style="list-style-type: none">- This is episode 1. It is currently 10 steps into the episode. You are at loaction [36 29].- Facing Direction: You are facing a grass.- Current Health Stats: health: 9, food: 9, drink: 9, energy: 9.- Current Inventory: sapling: 0, wood: 1, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none">- Table: still needs to be placed.- Furnace: still needs to be placed. <p>### Prerequisites</p> <p>Check:</p> <ul style="list-style-type: none">- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.	<p>needed more wood. I planned to work towards helping Agent 0 by gathering and sharing wood for crafting.</p>	

agent_id	context	info	summary
	<p>- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree; - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: - In step 5: Navigator to tree. .</p> <p>### Collaboration: Need Your Help!!! Agent 0 is completing its task. You should focus on advancing your tools. Agent 3 is completing the task.</p> <p>### Collaboration Policy You are agent 4. Your ultimate goal is help_agent 0 and help_agent 3. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		

agent_id		context	info	summary
5	5	in progress	in progress	in progress
3%		11/350	[01:41<52:07, 9.23s/it]	

```

===== total step: 11 current s
tep: 11 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 5
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 34
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table; need to place a table first, and Missing 1
wood, and navigate to grass to place it;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.place_table: 'place_table'>, <NavigationDesti
nationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicabl
e'>, -1) with action place_table; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table; need to place a table first, and Missing 1
wood, and navigate to grass to place it;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

```

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action move_right; current status: ActionStatus.ALMOST_DONE

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Ready* 'collect_wood'

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1; Timestep: 10. My inventory contained 1 wood. In the past, I successfully navigated to and collected wood; I failed to make further progress as more resources are needed. On collaboration, neither Agent 0 nor Agent 1 requested help, so I focused on advancing my tools. I successfully placed a table to craft a wood pickaxe because I needed it to collect stone and assist others. This action succeeded as I had 1 wood. I planned to work towards 'make_wood_pickaxe' because it is required to advance my tools and help the team.</p> <p>In summary, I focused on advancing my tools, especially aiming to make a wood pickaxe, and I placed a table successfully to facilitate crafting. Looking ahead, I should continue to gather resources for further crafting.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 11 steps into the episode. You are at loaction [34 28]. - Facing Direction: You are facing a tree. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 1, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "place_table".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: still needs to be placed. - Furnace: still needs to be 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: do</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: 0</p>	<p>This is agent 2. In Episode: 1; Timestep: 11. My inventory contained 1 wood. In the past, I successfully navigated to a tree; I failed to place a table due to lack of wood and proper positioning on grass. On collaboration, neither agent required immediate help with current resources, so I focused on gathering wood.</p> <p>I collected more wood to enhance my inventory, aiming for future crafting and collaboration options. This action was in progress as I stayed oriented towards resource gathering. I planned to work towards 'help_agent' by preparing materials for sharing if requested.</p>

agent_id	context	info	summary
	placed.		
	<p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table; need to place a table first, and Missing 1 wood, and navigate to grass to place it; - To satisfy the prerequisite, you made the following efforts recently towards make_wood_pickaxe: <ul style="list-style-type: none"> - In step 10: place_table. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0.</p> <p>You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3 3	in progress	in progress	in progress
4 4	<p>### Last Experience Summary</p> <p>This is agent 4. In Episode: 1; Timestep: 10. My inventory contained: wood: 1. In the past, I successfully navigated towards resources; I failed to gather</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: do</p>	<p>This is agent 4. In Episode: 1; Timestep: 11. My inventory contained wood: 1. In the past, I successfully navigated to trees and attempted resource</p>

agent_id	context	info	summary
	<p>sufficient wood. On collaboration, Agent 0 needed resources, so I prioritized gathering wood. I navigated to a tree because wood is necessary to help Agent 0 and advance my tools. This action was in progress because I needed more wood. I planned to work towards helping Agent 0 by gathering and sharing wood for crafting.</p> <p>### Current Experience</p> <ul style="list-style-type: none">- This is episode 1. It is currently 11 steps into the episode. You are at loaction [36 29].- Facing Direction: You are facing a tree.- Current Health Stats: health: 9, food: 9, drink: 9, energy: 9.- Current Inventory: sapling: 0, wood: 1, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "navigate to a tree".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none">- Table: still needs to be placed.- Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.- For immediate goal: *Ready* 'collect_wood' <ul style="list-style-type: none">- To satisfy the prerequisite, you made the following efforts recently towards collect_wood:<ul style="list-style-type: none">- In step 5: Navigator to tree. ; inIn step 10: Navigator to tree. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 3 is completing the task.</p>	<p>navigate to: tree</p> <p>share:</p> <p>not_applicable</p> <p>target_agent_id: -1</p>	<p>collection, but gathered limited wood. On collaboration, even though my primary task is to aid Agent 0, I couldn't fulfill their requirements yet. I navigated to a tree because I needed more wood to advance my tools and aid other agents. This action progressed as gathering wood is still underway. I planned to work towards collecting more wood to make a crafting table and possibly an iron pickaxe later, aiding my ability to help agents like Agent 0 as required by them, enhancing their and my resource collection potential.</p>

agent_id		context	info	summary
		### Collaboration Policy You are agent 4. Your ultimate goal is help_agent 0 and help_agent 3. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.		
5	5	in progress	in progress	in progress
3%		12/350 [01:58<55:32, 9.86s/it]		

```

===== total step: 12 current s
tep: 12 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 4
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 33
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table; need to place a table first, and Missing 1
wood, and navigate to grass to place it;
- For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.TREE:
'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, 0) with action d
o; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 4 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.TREE:
'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action

```

do; current status: **ActionStatus.DONE**

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

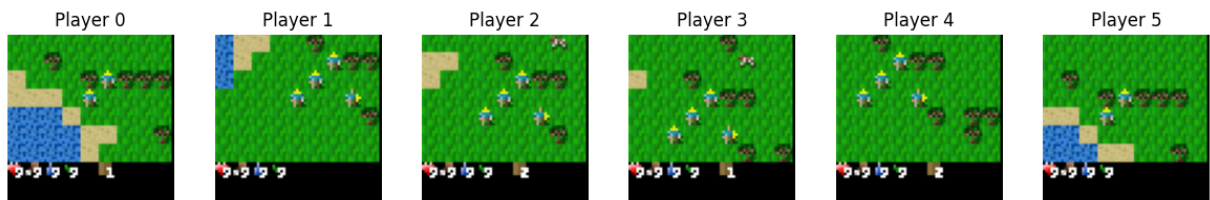
Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: **ActionStatus.IN_PROGRESS**

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id	context	info	summary
0 0	<p>### Last Experience Summary</p> <p>This is agent 0. In Episode: 1 ; Timestep: 4. My inventory contained 1 wood. In the past, I successfully navigated to a tree; I failed to collect additional wood. On collaboration, I was being aided by Agent 1 with resource sharing. I navigated to a tree because I needed more wood to place a table and craft a wood pickaxe. This action was in progress, as I could not collect enough wood. I planned to work towards placing a table because I need the crafting station for tool creation.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 12 steps into the episode. You are at loaction [30 24]. - Facing Direction: You are facing a tree. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 1, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: still needs to be placed. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* <p>'make_wood_pickaxe': everything is ready, should navigate to table; need to</p>	<p>long_term_goal: place_table</p> <p>current_goal: collect_wood</p> <p>op: do</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 0. In Episode: 1 ; Timestep: 12. My inventory contained 1 wood. In the past, I successfully navigated to a tree; I failed to collect additional wood. On collaboration, I was being aided by Agent 1 with resource sharing. I navigated to a tree because I needed more wood to place a table and craft a wood pickaxe. This action was in progress, as I could not collect enough wood. I planned to work towards placing a table because I need the crafting station for tool creation.</p>

agent_id	context	info	summary
	<p>place a table first, and Missing 1 wood, and navigate to grass to place it;</p> <ul style="list-style-type: none"> - For immediate goal: should work on long-term goal now. - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: <ul style="list-style-type: none"> - In step 4: Navigator to tree. . <p>### Collaboration: Need Your Help</p> <p>You are agent 0. Focus on your tasks while other agents share resources with you. Once you craft an iron_pickaxe, you should share it to agent 5</p>		
1 1	in progress	in progress	in progress
2 2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1; Timestep: 11. My inventory contained 1 wood. In the past, I successfully navigated to a tree; I failed to place a table due to lack of wood and proper positioning on grass. On collaboration, neither agent required immediate help with current resources, so I focused on gathering wood.</p> <p>I collected more wood to enhance my inventory, aiming for future crafting and collaboration options. This action was in progress as I stayed oriented towards resource gathering. I planned to work towards 'help_agent' by preparing materials for sharing if requested.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 12 steps into the episode. You are at loaction [34 28]. - Facing Direction: You are facing a grass. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 2. In Episode: 1; Timestep: 12. My inventory contained 2 wood. In the past, I successfully gathered wood; I failed to place a table due to incorrect positioning on grass. On collaboration, both agents 0 and 1 did not require immediate help, allowing me to gather resources. I navigated to a tree and collected wood to enhance crafting potential. This was in progress as I collected wood for crafting advancement. I planned to work towards 'help_agent' by preparing adequate materials for sharing once possible.</p>

agent_id	context	info	summary
	<p>0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "place_table". Attempted "do".</p> <p>### Crafting Station Availability: - Table: still needs to be placed. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree; - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: - In step 11: do. .</p> <p>### Collaboration: Need Your Help!!! Agent 0 is completing its task. You should focus on advancing your tools. Agent 1 is completing the task.</p> <p>### Collaboration Policy You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help</p>		

agent_id		context	info	summary
		<p>the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3	3	in progress	in progress	in progress
4	4	<p>### Last Experience Summary</p> <p>This is agent 4. In Episode: 1; Timestep: 11. My inventory contained wood: 1. In the past, I successfully navigated to trees and attempted resource collection, but gathered limited wood. On collaboration, even though my primary task is to aid Agent 0, I couldn't fulfill their requirements yet. I navigated to a tree because I needed more wood to advance my tools and aid other agents. This action progressed as gathering wood is still underway. I planned to work towards collecting more wood to make a crafting table and possibly an iron pickaxe later, aiding my ability to help agents like Agent 0 as required by them, enhancing their and my resource collection potential.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 12 steps into the episode. You are at loaction [36 29]. - Facing Direction: You are facing a grass. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 4. In Episode: 1; Timestep: 12. My inventory contained wood: 2. In the past, I successfully navigated to trees; I failed to gather sufficient wood. On collaboration, I aimed to support Agent 0 by gathering and sharing wood. I navigated to gather wood because it is essential to place a table and craft tools, aiding both agents. This action was in progress as I needed more wood. I planned to work towards helping agents by improving my tools, aiming to support their resource needs.</p>

agent_id	context	info	summary
	"do".		
	<p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: still needs to be placed. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree; - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: <ul style="list-style-type: none"> - In step 11: do. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 3 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 4. Your ultimate goal is help_agent 0 and help_agent 3. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Reconsider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		

agent_id		context	info	summary
5	5	in progress	in progress	in progress
4% 13/350 [02:11<56:42, 10.10s/it]				

```

===== total step: 13 current s
tep: 13 =====
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 4
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 32
Player 0 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.TREE:
'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action
do; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Ready* 'place_table'
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Ready* 'collect_wood'

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Ready* 'collect_wood'

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_4/knowledge_graph_1.html

```

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Ready* 'collect_wood'

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id	context	info	summary
0 0	<p>### Last Experience Summary</p> <p>This is agent 0. In Episode: 1 ; Timestep: 12. My inventory contained 1 wood. In the past, I successfully navigated to a tree; I failed to collect additional wood. On collaboration, I was being aided by Agent 1 with resource sharing. I navigated to a tree because I needed more wood to place a table and craft a wood pickaxe. This action was in progress, as I could not collect enough wood. I planned to work towards placing a table because I need the crafting station for tool creation.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 13 steps into the episode. You are at loaction [30 24]. - Facing Direction: You are facing a grass. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: still needs to be placed. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Ready* 'place_table' - For immediate goal: should 	<p>long_term_goal: place_table</p> <p>current_goal: place_table</p> <p>op: place_table</p> <p>navigate to: table</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 0. In Episode: 1 ; Timestep: 13. My inventory contained 2 wood. In the past, I successfully collected wood; I failed to place a table earlier. On collaboration, Agent 1 continued to support me with resource sharing. I placed a table because I needed a crafting station to craft a wood pickaxe. This action succeeded because I had sufficient wood. I planned to work towards crafting a wood pickaxe because it's the next step in upgrading my tools.</p>

agent_id		context	info	summary
		work on long-term goal now. - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: - In step 12: do. .		
		### Collaboration: Need Your Help You are agent 0. Focus on your tasks while other agents share resources with you. Once you craft an iron_pickaxe, you should share it to agent 5		
1	1	in progress	in progress	in progress
2	2	in progress	in progress	in progress
3	3	<p>### Last Experience Summary This is agent 3. In Episode: 1; Timestep: 10. My inventory contained 1 wood. In the past, I successfully collected wood but failed to help agents instantly due to insufficient resources. On collaboration, Agent 2 needs a wood pickaxe, but I couldn't help immediately due to lacking wood. I navigated towards trees because I needed more wood for crafting. This action was in progress because the more wood is required to craft a table and tools. I planned to work towards helping Agent 2 because sharing crafted tools speeds collaboration.</p> <p>### Current Experience - This is episode 1. It is currently 13 steps into the episode. You are at loaction [35 27]. - Facing Direction: You are facing a tree. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 1, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: do</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 3. In Episode: 1; Timestep: 13. My inventory contained 1 wood. In the past, I successfully collected wood; I failed to help Agent 2 because I lacked sufficient resources. On collaboration, I aimed to help Agent 2 by gathering wood for crafting. I navigated and collected wood because it's necessary for crafting and helping other agents. This action was in progress as more wood was needed for crafting a table. I planned to work towards helping Agent 2 by sharing resources once enough wood is gathered.</p>

agent_id	context	info	summary
	<p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: still needs to be placed. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Ready* 'collect_wood' - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: <ul style="list-style-type: none"> - In step 10: Navigator to tree. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools. Agent 2 is working on 'collect_wood' If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you. Else, work on advancing your tools.</p> <p>### Collaboration Policy</p> <p>You are agent 3. Your ultimate goal is help_agent 0 and help_agent 2. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to</p>		

agent_id		context	info	summary
		the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.		
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
4% 14/350 [02:21<56:24, 10.07s/it]				

```

===== total step: 14 current s
tep: 14 =====
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 31
Player 0 is doing (<ActionType.place_table: 'place_table'>, <NavigationDesti
nationItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicabl
e'>, -1) with action place_table; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'place_table': Missing 2 wood;
  - For immediate goal: *Cannot complete* 'place_table': Missing 2 wood;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Ready* 'collect_wood'

Player 3 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.TREE:
'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action
do; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
agent_4

```

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

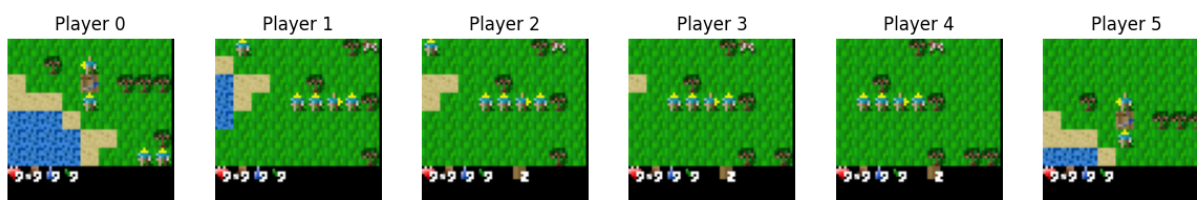
Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id	context	info	summary
0 0	<p>### Last Experience Summary</p> <p>This is agent 0. In Episode: 1 ; Timestep: 13. My inventory contained 2 wood. In the past, I successfully collected wood; I failed to place a table earlier. On collaboration, Agent 1 continued to support me with resource sharing. I placed a table because I needed a crafting station to craft a wood pickaxe. This action succeeded because I had sufficient wood. I planned to work towards crafting a wood pickaxe because it's the step in upgrading my tools.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 14 steps into the episode. You are at loaction [30 24]. - Facing Direction: You are facing a table. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "place_table".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: still needs to be placed. - Furnace: still needs to be placed. 	<p>long_term_goal: make_wood_pickaxe</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 0. In Episode: 1 ; Timestep: 14. My inventory contained nothing. In the past, I successfully placed a table; I failed to collect enough wood. On collaboration, Agent 1 continued to support me with resource sharing. I navigated to a tree because I needed wood to place a table. This action was in progress, as I attempted to collect wood. I planned to work towards making a wood pickaxe because it is needed to progress in crafting better tools.</p>

agent_id		context	info	summary
		<p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* <p>'place_table': Missing 2 wood;</p> <ul style="list-style-type: none"> - For immediate goal: *Cannot complete* <p>'place_table': Missing 2 wood;</p> <ul style="list-style-type: none"> - To satisfy the prerequisite, you made the following efforts recently towards place_table: - In step 13: place_table. . <p>### Collaboration: Need Your Help</p> <p>You are agent 0. Focus on your tasks while other agents share resources with you. Once you craft an iron_pickaxe, you should share it to agent 5</p>		
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1; Timestep: 12. My inventory contained 2 wood. In the past, I successfully gathered wood; I failed to place a table due to incorrect positioning on grass. On collaboration, both agents 0 and 1 did not require immediate help, allowing me to gather resources. I navigated to a tree and collected wood to enhance crafting potential. This was in progress as I collected wood for crafting advancement. I planned to work towards 'help_agent' by preparing adequate materials for sharing once possible.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 14 steps into the episode. You are at loaction [34 27]. 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: do</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 2. In Episode: 1; Timestep: 14. My inventory contained 2 wood. In the past, I successfully gathered wood; I failed to place a table due to incorrect positioning on grass. On collaboration, agents 0 and 1 did not require my immediate help, allowing me to focus on gathering resources. I attempted to collect wood from a nearby tree as I was facing it to improve my tool crafting capability. This was in progress because I needed more wood for crafting advancement. I planned to work towards 'help_agent,' focusing on advancing my tools since no immediate help was needed.</p>

agent_id	context	info	summary
	<ul style="list-style-type: none">- Facing Direction: You are facing a tree.- Current Health Stats: health: 9, food: 9, drink: 9, energy: 9.- Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "place_table". Attempted "do". Attempted "navigate to a tree".</p> <p>### Crafting Station Availability: <ul style="list-style-type: none">- Table: still needs to be placed.- Furnace: still needs to be placed.</p> <p>### Prerequisites Check: <ul style="list-style-type: none">- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.- For immediate goal: *Ready* 'collect_wood'- To satisfy the prerequisite, you made the following efforts recently towards collect_wood:<ul style="list-style-type: none">- In step 12: Navigator to tree. .</p> <p>### Collaboration: Need Your Help!!! Agent 0 is completing its task. You should focus on advancing your tools. Agent 1 is completing the task.</p> <p>### Collaboration Policy You are agent 2. Your</p>		

agent_id	context	info	summary
	<p>ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0.</p> <p>You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3 3	<p>### Last Experience Summary</p> <p>This is agent 3. In Episode: 1; Timestep: 13. My inventory contained 1 wood. In the past, I successfully collected wood; I failed to help Agent 2 because I lacked sufficient resources. On collaboration, I aimed to help Agent 2 by gathering wood for crafting. I navigated and collected wood because it's necessary for crafting and helping other agents. This action was in progress as more wood was needed for crafting a table. I planned to work towards helping Agent 2 by sharing resources once enough wood is gathered.</p> <p>### Current Experience</p> <p>- This is episode 1. It is currently 14 steps into the episode. You are at</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: wood</p> <p>target_agent_id: 2</p>	<p>This is agent 3. In Episode: 1; Timestep: 14. My inventory contained 2 wood. In the past, I successfully collected wood; I failed to help Agent 2 because I lacked enough wood. On collaboration, I aimed to assist Agent 2 by gathering wood and crafting tools. I navigated to gather wood because it is vital for crafting and supporting others. This action was in progress as sufficient wood was still needed for crafting. I planned to work towards helping Agent 2 by sharing resources once I gathered enough wood.</p>

agent_id	context	info	summary
	<p>loaction [35 27].</p> <ul style="list-style-type: none"> - Facing Direction: You are facing a player. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: still needs to be placed. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree; - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: <ul style="list-style-type: none"> - In step 13: do. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 2 is working on 'collect_wood'</p> <p>If he needs any tool, work on the tool and share with</p>		

agent_id	context	info	summary
	<p>him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you. Else, work on advancing your tools.</p> <p>### Collaboration Policy</p> <p>You are agent 3. Your ultimate goal is help_agent 0 and help_agent 2. You should prioritize helping agent 0.</p> <p>You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
4 4	<p>### Last Experience Summary</p> <p>This is agent 4. In Episode: 1; Timestep: 12. My inventory contained wood: 2. In the past, I successfully navigated to trees; I failed to gather sufficient wood. On collaboration, I aimed to support Agent 0 by gathering and sharing wood. I navigated to gather wood because it is essential to place a table and craft tools, aiding both agents. This action was in</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: wood</p> <p>target_agent_id: 0</p>	<p>This is agent 4. In Episode: 1; Timestep: 14. My inventory contained wood: 2. In the past, I successfully navigated towards trees but failed to gather additional wood. On collaboration, I was prepared to support Agent 0 by sharing wood. I navigated to gather wood because it was crucial for placing a table and crafting tools. This action was in progress, as I still needed more wood. I planned to work towards helping agents by collecting wood</p>

agent_id	context	info	summary
	<p>progress as I needed more wood. I planned to work towards helping agents by improving my tools, aiming to support their resource needs.</p> <p>### Current Experience</p> <ul style="list-style-type: none">- This is episode 1. It is currently 14 steps into the episode. You are at loaction [36 27].- Facing Direction: You are facing a grass.- Current Health Stats: health: 9, food: 9, drink: 9, energy: 9.- Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none">- Table: still needs to be placed.- Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;- To satisfy the prerequisite, you made the	<p>to support their resource needs.</p>	

agent_id		context	info	summary
		<p>following efforts recently towards collect_wood:</p> <ul style="list-style-type: none">- In step 12: Navigator to tree. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 3 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 4. Your ultimate goal is help_agent 0 and help_agent 3. You should prioritize helping agent 0.</p> <p>You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
5	5	in progress	in progress	in progress
4% 15/350 [02:44<1:01:11, 10.96s/it]				

```

===== total step: 15 current s
tep: 15 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 30
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_wood_pickaxe': Missing 1 woo
d;
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.TREE:
'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action
do; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 2) with action move_u
p; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

```

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action move_right; current status: ActionStatus.ALMOST_DONE

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Ready* 'collect_wood'

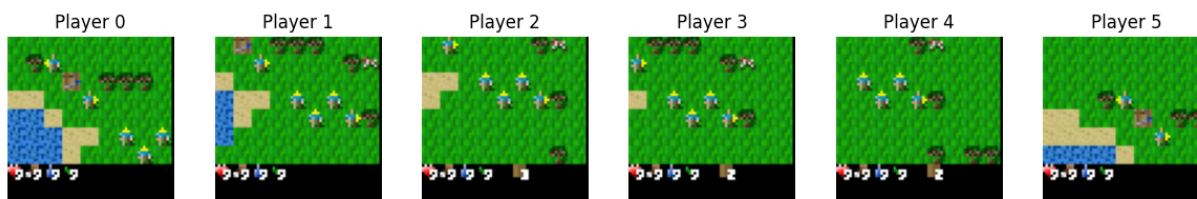
Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1; Timestep: 14. My inventory contained 2 wood. In the past, I successfully gathered wood; I failed to place a table due to incorrect positioning on grass. On collaboration, agents 0 and 1 did not require my immediate help, allowing me to focus on gathering resources. I attempted to collect wood from a nearby tree as I was facing it to improve my tool crafting capability. This was in progress because I needed more wood for crafting advancement. I planned to work towards 'help_agent,' focusing on advancing my tools since no immediate help was needed.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 15 steps into the episode. You are at loaction [34 27]. - Facing Direction: You are facing a grass. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 3, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "place_table". Attempted</p>	<p>long_term_goal: help_agent</p> <p>current_goal: make_wood_pickaxe</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 2. In Episode: 1; Timestep: 15. My inventory contained 3 wood. In the past, I successfully gathered some wood; I failed to place a table correctly. On collaboration, agents did not require immediate help, allowing me to focus on gathering resources. I navigated to gather more wood because it was necessary for advancing my tool crafting capability. This action was in progress due to a constant need for more resources. I planned to work towards 'help_agent' by improving my tools and eventually sharing resources and tools as needed.</p>

agent_id	context	info	summary
	<p>"do". Attempted "navigate to a tree". Attempted "do".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree; - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: - In step 14: do. .</p> <p>### Collaboration: Need Your Help!!! Agent 0 is completing its task. You should focus on advancing your tools. Agent 1 is completing the task.</p> <p>### Collaboration Policy You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help</p>		

agent_id		context	info	summary
		<p>the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3	3	in progress	in progress	in progress
4	4	<p>long_term_goal: This is agent 4. In Episode: 1; Timestep: 15. My inventory contained wood: 2. In the past, I successfully navigated towards trees but failed to gather additional wood. On collaboration, I prepared to help Agent 0 by sharing wood. I attempted to collect wood again because it was crucial for placing a table and crafting tools. This action was in progress, as I still needed more wood. I planned to work towards helping agents by collecting wood to support their resource needs.</p> <p>help_agent</p> <p>current_goal: collect_wood</p> <p>op: do</p> <p>navigate to: tree</p> <p>share: wood</p> <p>target_agent_id: 0</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 15 steps into the episode. You are at loaction [36 27]. - Facing Direction: You are facing a tree. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "navigate</p>		

agent_id	context	info	summary
	<p>to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "navigate to a tree".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Ready* 'collect_wood' - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: - In step 12: Navigator to tree. ; in In step 14: Navigator to tree. .</p> <p>### Collaboration: Need Your Help!!! Agent 0 is completing its task. You should focus on advancing your tools. Agent 3 is completing the task.</p> <p>### Collaboration Policy You are agent 4. Your ultimate goal is help_agent 0 and help_agent 3. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0.</p>		

agent_id		context	info	summary
		Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.		
5	5	in progress	in progress	in progress
5% 16/350 [03:05<1:04:29, 11.58s/it]				

```

===== total step: 16 current s
tep: 16 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 4
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 29
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_wood_pickaxe': Missing 1 woo
d;
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 2) with action move_u
p; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

```

Player 4 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action do; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

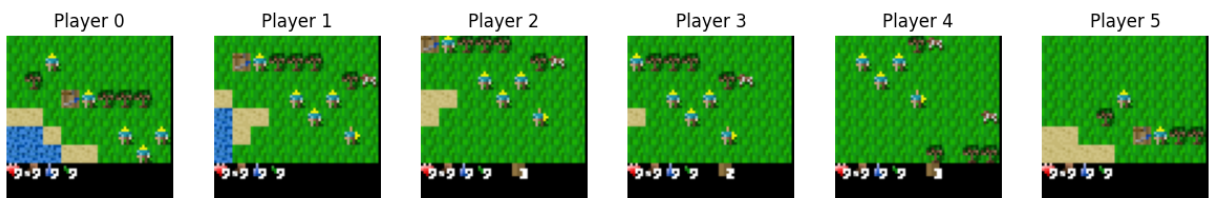
Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	in progress	in progress	in progress
3	3	in progress	in progress	in progress
4	4	<p>### Last Experience Summary</p> <p>This is agent 4. In Episode: 1; Timestep: 15. My inventory contained wood: 2. In the past, I successfully navigated towards trees but failed to gather additional wood. On collaboration, I prepared to help Agent 0 by sharing wood. I attempted to collect wood again because it was crucial for placing a table and crafting tools. This action was in progress, as I still needed more wood. I planned to work towards helping agents by collecting wood to support their resource needs.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 16 steps into the episode. You are at loaction [36 27]. - Facing Direction: You are facing a grass. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 3, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "do". Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "do".</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 4. In Episode: 1; Timestep: 16. My inventory contained wood: 3. In the past, I successfully started collecting wood but failed to gather enough. On collaboration, I prepared to help Agent 0 and Agent 3 by sharing resources. I navigated towards a tree to collect wood because it was crucial for advancing tools and helping others. This action was in progress as I still needed to face the tree correctly. I planned to work towards helping agents by collecting wood to support resource needs.</p>

agent_id	context	info	summary
	<p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* <p>'collect_wood': everything is ready, should navigate to tree;</p> <ul style="list-style-type: none"> - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: - In step 15: do. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 3 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 4. Your ultimate goal is help_agent 0 and help_agent 3. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need</p>		

agent_id		context	info	summary
		help, you should focus on advancing your tools.		
5	5	in progress	in progress	in progress
5% 17/350 [03:12<1:02:53, 11.33s/it]				

```

===== total step: 17 current s
tep: 17 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 28
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_wood_pickaxe': Missing 1 woo
d;
  - For immediate goal: *Ready* 'collect_wood'

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Ready* 'collect_wood'

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 2) with action move_u
p; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

```

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

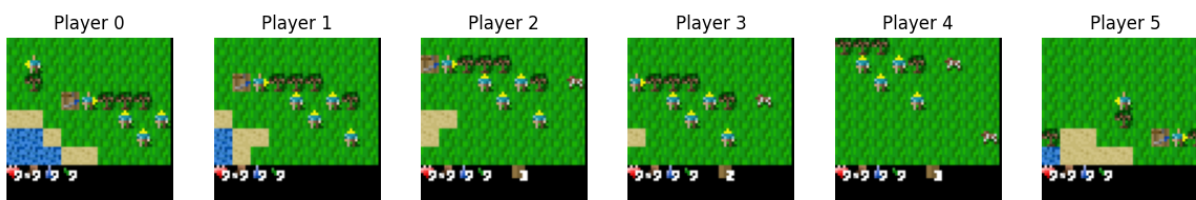
Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id	context	info	summary
0 0	<p>### Last Experience Summary This is agent 0. In Episode: 1 ; Timestep: 14. My inventory contained nothing. In the past, I successfully placed a table; I failed to collect enough wood. On collaboration, Agent 1 continued to support me with resource sharing. I navigated to a tree because I needed wood to place a table. This action was in progress, as I attempted to collect wood. I planned to work towards making a wood pickaxe because it is needed to progress in crafting better tools.</p> <p>### Current Experience - This is episode 1. It is currently 17 steps into the episode. You are at loaction [31 23]. - Facing Direction: You are facing a tree. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "place_table". Attempted "navigate to a tree".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: *Cannot complete* 'make_wood_pickaxe': Missing</p>	<p>long_term_goal: make_wood_pickaxe</p> <p>current_goal: collect_wood</p> <p>op: do</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 0. In Episode: 1 ; Timestep: 17. My inventory contained nothing. In the past, I successfully placed a table; I failed to collect enough wood. On collaboration, Agent 1 continued to support me with resource sharing. I attempted to collect wood by facing a tree because it is needed to make a wood pickaxe. This action was in progress, as I attempted to collect wood. I planned to work towards making a wood pickaxe because it is needed to progress in crafting better tools.</p>

agent_id		context	info	summary
		<div>1 wood; - For immediate goal: *Ready* 'collect_wood' - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: - In step 14: Navigator to tree. .</div> <div>### Collaboration: Need Your Help You are agent 0. Focus on your tasks while other agents share resources with you. Once you craft an iron_pickaxe, you should share it to agent 5</div>		
1	1	in progress	in progress	in progress
2	2	in progress	in progress	in progress
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
5% 18/350 [03:29<1:04:30, 11.66s/it]				

```

===== total step: 18 current s
tep: 18 =====
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 27
Player 0 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.TREE:
'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action
do; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Ready* 'collect_wood'

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 2) with action move_ri
ght; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Ready* 'collect_wood'

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS

```

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Ready* 'collect_wood'

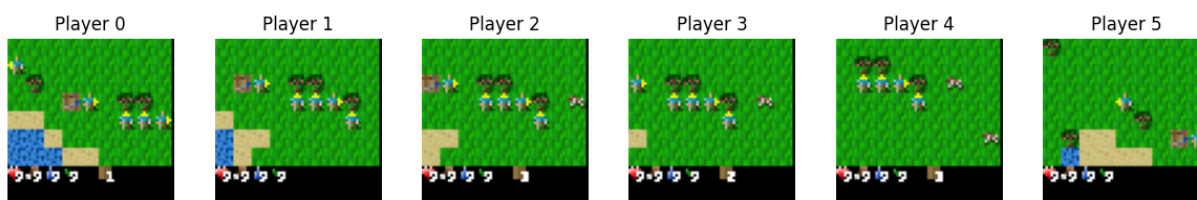
Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id	context	info	summary
0 0	<p>### Last Experience Summary</p> <p>This is agent 0. In Episode: 1 ; Timestep: 17. My inventory contained nothing. In the past, I successfully placed a table; I failed to collect enough wood. On collaboration, Agent 1 continued to support me with resource sharing. I attempted to collect wood by facing a tree because it is needed to make a wood pickaxe. This action was in progress, as I attempted to collect wood. I planned to work towards making a wood pickaxe because it is needed to progress in crafting better tools.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 18 steps into the episode. You are at loaction [31 23]. - Facing Direction: You are facing a grass. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 1, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "place_table". Attempted "navigate to a tree". Attempted "do".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot 	<p>long_term_goal: make_wood_pickaxe</p> <p>current_goal: make_wood_pickaxe</p> <p>op: Navigator</p> <p>navigate to: table</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 0. In Episode: 1 ; Timestep: 18. My inventory contained 1 wood. In the past, I successfully placed a table; I failed to collect enough wood. On collaboration, Agent 1 continued to support me with resource sharing. I attempted to collect wood by facing a tree because it is needed to make a wood pickaxe. This action is in progress, but I need to navigate to the table to craft. I planned to work towards making a wood pickaxe because it is needed to progress in crafting better tools. I navigated to the table with success.</p>

agent_id	context	info	summary
	<p>complete*</p> <p>'make_wood_pickaxe':</p> <p>everything is ready, should navigate to table;</p> <ul style="list-style-type: none"> - For immediate goal: should work on long-term goal now. - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: - In step 17: do. . <p>### Collaboration: Need Your Help</p> <p>You are agent 0. Focus on your tasks while other agents share resources with you. Once you craft an iron_pickaxe, you should share it to agent 5</p>		
1 1	<p>### Last Experience Summary</p> <p>This is agent 1. In Episode: 1 ; Timestep: 5. My inventory contained nothing. In the past, I successfully navigated towards a tree; I failed to collect wood because I hadn't reached it yet. On collaboration, I was focused on helping Agent 0 by attempting to gather wood. I navigated to a tree because it is necessary to gather wood to craft essential tools and to assist Agent 0. This action was in progress as I was positioning myself closer to the tree. I planned to work towards helping Agent 0 by collecting and sharing wood because they require it for their progression.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 18 steps into the episode. You are at loaction [33 24]. - Facing Direction: You are facing a tree. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: do</p> <p>navigate to: tree</p> <p>share: wood</p> <p>target_agent_id: 0</p>	<p>This is agent 1. In Episode: 1 ; Timestep: 18. My inventory contained nothing. In the past, I unsuccessfully tried to collect wood by facing a tree but made no progress yet. On collaboration, I aimed to help Agent 0 by gathering and sharing wood, though I lacked resources. I navigated and did actions facing a tree to collect wood, essential for tool crafting and helping Agent 0. This action was in progress as I continued trying to collect wood. I planned to work towards helping Agent 0 because it's necessary for their task progress.</p>

agent_id	context	info	summary
0.	<p>0.</p> <p>### Past Actions The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Ready* 'collect_wood' - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: - In step 4: do. ; in In step 5: Navigator to tree. .</p> <p>### Collaboration: Need Your Help!!! Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>### Collaboration Policy You are agent 1. Your ultimate goal is help_agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
2 2	in progress	in progress	in progress
3 3	<p>### Last Experience Summary This is agent 3. In Episode: 1; Timestep: 14. My inventory contained 2 wood. In the past, I successfully collected wood;</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p>	<p>This is agent 3. In Episode: 1; Timestep: 18. My inventory contained 2 wood. In the past, I successfully navigated to a tree and</p>

agent_id	context	info	summary
	<p>I failed to help Agent 2 because I lacked enough wood. On collaboration, I aimed to assist Agent 2 by gathering wood and crafting tools. I navigated to gather wood because it is vital for crafting and supporting others. This action was in progress as sufficient wood was still needed for crafting. I planned to work towards helping Agent 2 by sharing resources once I gathered enough wood.</p> <p>### Current Experience</p> <ul style="list-style-type: none">- This is episode 1. It is currently 18 steps into the episode. You are at loaction [35 24].- Facing Direction: You are facing a tree.- Current Health Stats: health: 9, food: 9, drink: 9, energy: 9.- Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none">- Table: placed alerady; Do NOT work on place_table again.- Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.- For immediate goal: *Ready* 'collect_wood'	<p>op: do</p> <p>navigate to: tree</p> <p>share: wood</p> <p>target_agent_id: 2</p>	<p>attempted to collect wood; however, I failed to move beyond this action. On collaboration, I aimed to assist Agent 2 by focusing on wood collection for crafting and resource sharing. I continued to gather wood because it is essential for current tool demands and teamwork. This action was in progress due to the need for more wood in my inventory. I planned to work towards helping Agent 2 and potentially Agent 0 by collecting and sharing necessary resources.</p>

agent_id		context	info	summary
		<p>- To satisfy the prerequisite, you made the following efforts recently towards collect_wood:</p> <ul style="list-style-type: none">- In step 14: Navigator to tree. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 2 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 3. Your ultimate goal is help_agent 0 and help_agent 2. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
5% 19/350 [03:48<1:06:24, 12.04s/it]				

```

===== total step: 19 current s
tep: 19 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 26
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Ready* 'make_wood_pickaxe'
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.TREE:
'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action do; current status: A
ctionStatus.DONE
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 3 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.TREE:
'tree'>, <ShareableItems.WOOD: 'wood'>, 2) with action do; current status: A
ctionStatus.DONE
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_4/knowledge_graph_1.html

```

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

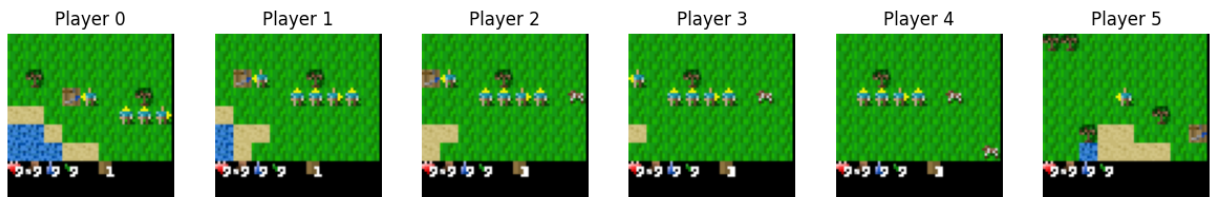
Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id	context	info	summary
0 0	<p>### Last Experience Summary</p> <p>This is agent 0. In Episode: 1 ; Timestep: 18. My inventory contained 1 wood. In the past, I successfully placed a table; I failed to collect enough wood. On collaboration, Agent 1 continued to support me with resource sharing. I attempted to collect wood by facing a tree because it is needed to make a wood pickaxe. This action is in progress, but I need to navigate to the table to craft. I planned to work towards making a wood pickaxe because it is needed to progress in crafting better tools. I navigated to the table with success.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 19 steps into the episode. You are at loaction [31 23]. - Facing Direction: You are facing a table. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 1, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "place_table". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a table".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p>	<p>long_term_goal: make_wood_pickaxe</p> <p>current_goal: make_wood_pickaxe</p> <p>op: make_wood_pickaxe</p> <p>navigate to: not_applicable</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 0. In Episode: 1 ; Timestep: 19. My inventory contained 1 wood. In the past, I successfully placed a table; I failed to collect enough wood for crafting beyond that. On collaboration, Agent 1 supported me with resource sharing. I navigated to the table to craft a wood pickaxe because it is needed to progress with better tools. This action was in progress. I planned to work towards crafting a wood pickaxe as a necessary step for future tool upgrades.</p>

agent_id	context	info	summary
	<ul style="list-style-type: none"> - For long-term goal: *Ready* 'make_wood_pickaxe' - For immediate goal: should work on long-term goal now. - To satisfy the prerequisite, you made the following efforts recently towards make_wood_pickaxe: - In step 18: Navigator to table. . <p>### Collaboration: Need Your Help</p> <p>You are agent 0. Focus on your tasks while other agents share resources with you. Once you craft an iron_pickaxe, you should share it to agent 5</p>		
1 1	<p>### Last Experience Summary</p> <p>This is agent 1. In Episode: 1 ; Timestep: 18. My inventory contained nothing. In the past, I unsuccessfully tried to collect wood by facing a tree but made no progress yet. On collaboration, I aimed to help Agent 0 by gathering and sharing wood, though I lacked resources. I navigated and did actions facing a tree to collect wood, essential for tool crafting and helping Agent 0. This action was in progress as I continued trying to collect wood. I planned to work towards helping Agent 0 because it's necessary for their task progress.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 19 steps into the episode. You are at loaction [33 24]. - Facing Direction: You are facing a grass. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 1, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 1. In Episode: 1 ; Timestep: 19. My inventory contained 1 wood. In the past, I attempted to collect wood but faced a grass instead due to misnavigation. I aimed to help Agent 0 by gathering and sharing wood but lacked sufficient resources. I navigated and did actions facing a tree to collect wood, but my progress was slow. I planned to work towards helping Agent 0 to aid in making a wood pickaxe. This action was in progress as I needed to focus on correctly navigating to a tree.</p>

agent_id	context	info	summary
	<p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "navigate to a tree".</p> <p>Attempted "do". Attempted "navigate to a tree". Attempted "do".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree; - To satisfy the prerequiste, you made the following efforts recently towards collect_wood: <ul style="list-style-type: none"> - In step 18: do. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing 'make_wood_pickaxe'</p> <p>.</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>### Collaboration Policy</p> <p>You are agent 1. Your ultimate goal is help_agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help,</p>		

agent_id	context	info	summary
	you should focus on advancing your tools.		
2 2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1; Timestep: 15. My inventory contained 3 wood. In the past, I successfully gathered some wood; I failed to place a table correctly. On collaboration, agents did not require immediate help, allowing me to focus on gathering resources. I navigated to gather more wood because it was necessary for advancing my tool crafting capability. This action was in progress due to a constant need for more resources. I planned to work towards 'help_agent' by improving my tools and eventually sharing resources and tools as needed.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 19 steps into the episode. You are at loaction [34 24]. - Facing Direction: You are facing a tree. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 3, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "do". Attempted "navigate to a tree". Attempted "place_table". Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. 	<p>long_term_goal: help_agent</p> <p>current_goal: make_wood_pickaxe</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: wood_pickaxe</p> <p>target_agent_id: 0</p>	<p>This is agent 2. In Episode: 1; Timestep: 19. My inventory contained 3 wood. In the past, I successfully gathered wood and attempted to place_table; I failed to place it correctly earlier but now plan to focus on crafting. On collaboration, I realized Agent 0 needs a wood_pickaxe. I navigated to the table to make a wood_pickaxe because it's crucial for helping Agent 0. This action was in progress due to needing to create the pickaxe first. I planned to work towards 'help_agent' by crafting and sharing necessary tools with other agents.</p>

agent_id	context	info	summary
	<p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* <p>'make_wood_pickaxe': everything is ready, should navigate to table;</p> <ul style="list-style-type: none"> - To satisfy the prerequisite, you made the following efforts recently towards make_wood_pickaxe: - In step 15: Navigator to tree. <p>.</p> <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing 'make_wood_pickaxe'</p> <p>.</p> <p>If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you. Else, work on advancing your tools. Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need</p>		

agent_id	context	info	summary
	help. If they don't need help, you should focus on advancing your tools.		
3 3	<p>### Last Experience Summary</p> <p>This is agent 3. In Episode: 1; Timestep: 18. My inventory contained 2 wood. In the past, I successfully navigated to a tree and attempted to collect wood; however, I failed to move beyond this action. On collaboration, I aimed to assist Agent 2 by focusing on wood collection for crafting and resource sharing. I continued to gather wood because it is essential for current tool demands and teamwork. This action was in progress due to the need for more wood in my inventory. I planned to work towards helping Agent 2 and potentially Agent 0 by collecting and sharing necessary resources.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 19 steps into the episode. You are at loaction [35 24]. - Facing Direction: You are facing a player. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 3, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table 	<p>long_term_goal: help_agent</p> <p>current_goal: share</p> <p>op: share</p> <p>navigate to: not_applicable</p> <p>share: wood</p> <p>target_agent_id: 0</p>	<p>This is agent 3. In Episode: 1 ; Timestep: 19. My inventory contained 3 wood. In the past, I successfully gathered wood facing a tree; I failed to place a furnace. On collaboration, I prioritized Agent 0's needs and planned to share my resources to help with tool crafting. I shared wood because Agent 0 needed it for crafting a wood pickaxe. This action succeeded because I had the necessary wood. I planned to work towards helping Agent 0 because the collaboration policy prioritizes direct assistance.</p>

agent_id	context	info	summary
	<p>again.</p> <ul style="list-style-type: none"> - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree; - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: <ul style="list-style-type: none"> - In step 18: do. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing 'make_wood_pickaxe'</p> <p>.</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 2 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 3. Your ultimate goal is help_agent 0 and help_agent 2. You should prioritize helping agent 0.</p> <p>Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need</p>		

agent_id	context	info	summary
	help. If they don't need help, you should focus on advancing your tools.		
4 4	<p>### Last Experience Summary</p> <p>This is agent 4. In Episode: 1; Timestep: 16. My inventory contained wood: 3. In the past, I successfully started collecting wood but failed to gather enough. On collaboration, I prepared to help Agent 0 and Agent 3 by sharing resources. I navigated towards a tree to collect wood because it was crucial for advancing tools and helping others. This action was in progress as I still needed to face the tree correctly. I planned to work towards helping agents by collecting wood to support resource needs.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 19 steps into the episode. You are at loaction [36 24]. - Facing Direction: You are facing a grass. - Current Health Stats: health: 9, food: 9, drink: 9, energy: 9. - Current Inventory: sapling: 0, wood: 3, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: wood</p> <p>target_agent_id: 0</p>	<p>This is agent 4. In Episode: 1; Timestep: 19. My inventory contained wood: 3. In the past, I successfully navigated towards targets but failed to gather enough materials due to improper facing direction. On collaboration, I prioritized helping Agent 0 by planning to collect and share necessary resources. I navigated to a tree to collect wood because it was essential for crafting a wood pickaxe to support Agent 0. This action was in progress since I had not yet collected the wood. I planned to work towards helping Agent 0 by gathering enough wood to make a wood pickaxe.</p>

agent_id	context	info	summary
	<p>- Furnace: still needs to be placed.</p> <p>### Prerequisites Check:</p> <p>- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.</p> <p>- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;</p> <p>- To satisfy the prerequisite, you made the following efforts recently towards collect_wood:</p> <p>- In step 16: Navigator to tree.</p> <p>.</p> <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing 'make_wood_pickaxe'</p> <p>.</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 3 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 4. Your ultimate goal is help_agent 0 and help_agent 3. You should prioritize helping agent 0.</p> <p>Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Reconsider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need</p>		

agent_id		context	info	summary
		help. If they don't need help, you should focus on advancing your tools.		
5	5	in progress	in progress	in progress
6% 20/350 [04:06<1:07:46, 12.32s/it]				

```

===== total step: 20 current s
tep: 20 =====
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 25
Player 0 is doing (<ActionType.make_wood_pickaxe: 'make_wood_pickaxe'>, <Nav
igationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NO
T_APPLICABLE: 'not_applicable'>, -1) with action make_wood_pickaxe; current
status: ActionStatus.DONE
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: Wood pickaxe is already made.
  - For immediate goal: Wood pickaxe is already made.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.WOOD_PICKAXE: 'wood_pickaxe'>, 0) wit
h action move_up; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 3 is doing (<ActionType.share: 'share'>, <NavigationDestinationItems.
NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.WOOD: 'wood'>, 0) with act
ion noop; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Goal 'share' will work if and only if you have the m
aterial in your inventory. Double check!

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action move_u
p; current status: ActionStatus.IN_PROGRESS

```

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

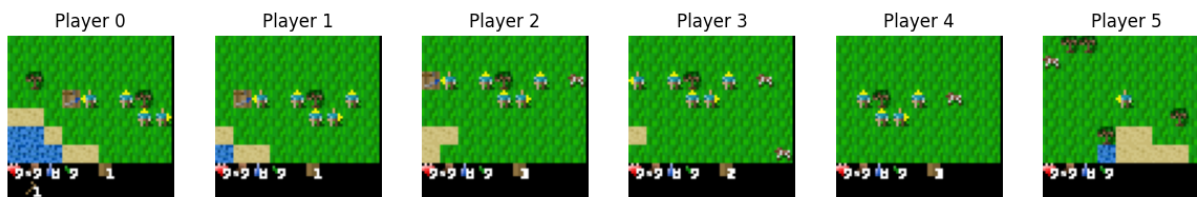
Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id	context	info	summary
0 0	<p>### Last Experience Summary</p> <p>This is agent 0. In Episode: 1 ; Timestep: 19. My inventory contained 1 wood. In the past, I successfully placed a table; I failed to collect enough wood for crafting beyond that. On collaboration, Agent 1 supported me with resource sharing. I navigated to the table to craft a wood pickaxe because it is needed to progress with better tools. This action was in progress. I planned to work towards crafting a wood pickaxe as a necessary step for future tool upgrades.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 20 steps into the episode. You are at loaction [31 23]. - Facing Direction: You are facing a table. - Current Health Stats: health: 9, food: 9, drink: 8, energy: 9. - Current Inventory: sapling: 0, wood: 1, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "place_table". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a table". Attempted "make_wood_pickaxe".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Wood 	<p>long_term_goal: make_stone_pickaxe</p> <p>current_goal: collect_stone</p> <p>op: Navigator</p> <p>navigate to: stone</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 0. In Episode: 1 ; Timestep: 20. My inventory contained 1 wood and 1 wood_pickaxe. In the past, I successfully placed a table; I failed to collect enough wood for crafting beyond that. On collaboration, Agent 1 supported me with resource sharing. I crafted a wood pickaxe because it is needed to progress with better tools. This action was in progress because more materials are required. I planned to work towards making a stone pickaxe because it is the next step in tool advancement.</p>

agent_id	context	info	summary
	<p>pickaxe is already made.</p> <ul style="list-style-type: none"> - For immediate goal: Wood <p>pickaxe is already made.</p> <ul style="list-style-type: none"> - To satisfy the prerequisite, you made the following efforts recently towards <p>make_wood_pickaxe:</p> <ul style="list-style-type: none"> - In step 19: <p>make_wood_pickaxe. .</p> <p>### Collaboration: Need Your Help</p> <p>You are agent 0. Focus on your tasks while other agents share resources with you. Once you craft an iron_pickaxe, you should share it to agent 5</p>		
1 1	in progress	in progress	in progress
2 2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1; Timestep: 19. My inventory contained 3 wood. In the past, I successfully gathered wood and attempted to place_table; I failed to place it correctly earlier but now plan to focus on crafting. On collaboration, I realized Agent 0 needs a wood_pickaxe. I navigated to the table to make a wood_pickaxe because it's crucial for helping Agent 0. This action was in progress due to needing to create the pickaxe first. I planned to work towards 'help_agent' by crafting and sharing necessary tools with other agents.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 20 steps into the episode. You are at loaction [34 24]. - Facing Direction: You are facing a tree. - Current Health Stats: health: 9, food: 9, drink: 8, energy: 9. - Current Inventory: sapling: 0, wood: 3, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. 	<p>long_term_goal: help_agent</p> <p>current_goal: make_wood_pickaxe</p> <p>op: Navigator</p> <p>navigate to: not_applicable</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 2. In Episode: 1; Timestep: 20. My inventory contained 3 wood. In the past, I successfully gathered wood and attempted to place_table; I failed to place it correctly earlier but now plan to focus on crafting. On collaboration, I recognized Agent 0 needs a wood_pickaxe. I navigated to the table to make a wood pickaxe because it's crucial for helping Agent 0. This action was in progress due to needing to create the pickaxe first. I planned to work towards 'help_agent' by crafting and sharing necessary tools with other agents.</p>

agent_id	context	info	summary
	<p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "navigate to a tree".</p> <p>Attempted "place_table".</p> <p>Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "navigate to a tree".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* <p>'make_wood_pickaxe':</p> <p>everything is ready, should navigate to table;</p> <ul style="list-style-type: none"> - To satisfy the prerequisite, you made the following efforts recently towards make_wood_pickaxe: - In step 19: Navigator to tree. <p>.</p> <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing 'make_wood_pickaxe'</p> <p>.</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should</p>		

agent_id	context	info	summary
	<p>prioritize helping agent 0.</p> <p>You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Reconsider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3 3	<p>### Last Experience Summary</p> <p>This is agent 3. In Episode: 1 ; Timestep: 19. My inventory contained 3 wood. In the past, I successfully gathered wood facing a tree; I failed to place a furnace. On collaboration, I prioritized Agent 0's needs and planned to share my resources to help with tool crafting. I shared wood because Agent 0 needed it for crafting a wood pickaxe. This action succeeded because I had the necessary wood. I planned to work towards helping Agent 0 because the collaboration policy prioritizes direct assistance.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 20 steps into the episode. You are at loaction [35 24]. - Facing Direction: You are facing a grass. - Current Health Stats: health: 9, food: 9, drink: 8, energy: 9. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 	<p>long_term_goal: help_agent</p> <p>current_goal: share</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 3. In Episode: 1 ; Timestep: 20. My inventory contained 2 wood. In the past, I successfully gathered wood facing a tree; I failed to place a furnace. On collaboration, I prioritized Agent 0's needs and planned to share my resources to help with tool crafting. I shared wood because Agent 0 needed it for crafting a wood pickaxe. This action succeeded because I had the necessary wood. I planned to work towards helping Agent 0 because the collaboration policy prioritizes direct assistance. I shared wood because Agent 0 needed it for crafting. This action succeeded. My plan focused on helping Agent 0 by providing necessary resources. I will continue sharing if needed and navigate to gather more</p>

agent_id	context	info	summary
	<p>0.</p> <p>### Past Actions The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "share wood with agent 0".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check! - To satisfy the prerequisite, you made the following efforts recently towards share: - In step 19: share wood to target agent. .</p> <p>### Collaboration: Need Your Help!!! Agent 0 is completing 'make_wood_pickaxe' . If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you. Else, work on advancing your tools. Agent 2 is completing the task.</p> <p>### Collaboration Policy You are agent 3. Your ultimate goal is help_agent 0 and help_agent 2. You should prioritize helping agent 0.</p>		resources to support our crafting efforts.

agent_id		context	info	summary
		You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.		
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
6% 21/350 [04:24<1:08:56, 12.57s/it]				

```

===== total step: 21 current s
tep: 21 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 21
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 24
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
-1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
- For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
- For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
-1) with action move_right; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: *Ready* 'collect_wood'

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.NOT_APPICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'n
ot_applicable'>, -1) with action noop; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
-1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: Goal 'share' will work if and only if you have the m
aterial in your inventory. Double check!

```

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

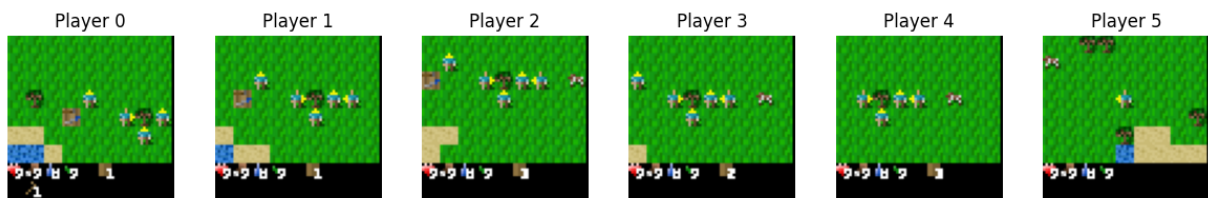
Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	<p>### Last Experience Summary</p> <p>This is agent 1. In Episode: 1 ; Timestep: 19. My inventory contained 1 wood. In the past, I attempted to collect wood but faced a grass instead due to misnavigation. I aimed to help Agent 0 by gathering and sharing wood but lacked sufficient resources. I navigated and did actions facing a tree to collect wood, but my progress was slow. I planned to work towards helping Agent 0 to aid in making a wood pickaxe. This action was in progress as I needed to focus on correctly navigating to a tree.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 21 steps into the episode. You are at loaction [33 23]. - Facing Direction: You are facing a tree. - Current Health Stats: health: 9, food: 9, drink: 8, energy: 9. - Current Inventory: sapling: 0, wood: 1, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: do</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 1. In Episode: 1; Timestep: 21. My inventory contained 1 wood. In the past, I successfully navigated to a tree; I failed to navigate accurately earlier. On collaboration, I intended to collect stone to help Agent 0, but prioritized collecting wood first. I collected wood because it's essential for crafting initial tools. This action was in progress as I faced a tree, ready for collection. I planned to work towards helping Agent 0 because sharing resources accelerates joint progress towards the diamond.</p>

agent_id	context	info	summary
	<p>- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.</p> <p>- For immediate goal: *Ready* 'collect_wood'</p> <p>- To satisfy the prerequisite, you made the following efforts recently towards collect_wood:</p> <p>- In step 19: Navigator to tree. .</p> <p>### Collaboration: Need Your Help!!!</p> <p>While other agents working towards make_iron_pickaxe, your long-term goal and current goal should be !!share stone to agent 0!! You should focus on !!collect stone!! and share stone immediately.</p> <p>### Collaboration Policy</p> <p>You are agent 1. Your ultimate goal is help_agent 0. You long-term goal should be help_agent 0. Your current goal should be collect and share stone.</p>		
2 2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1; Timestep: 20. My inventory contained 3 wood. In the past, I successfully gathered wood and attempted to place_table; I failed to place it correctly earlier but now plan to focus on crafting. On collaboration, I recognized Agent 0 needs a wood_pickaxe. I navigated to the table to make a wood pickaxe because it's crucial for helping Agent 0. This action was in progress due to needing to create the pickaxe first. I planned to work towards 'help_agent' by crafting and sharing necessary tools with other agents.</p> <p>### Current Experience</p> <p>- This is episode 1. It is currently 21 steps into the episode. You are at loaction</p>	<p>long_term_goal: help_agent</p> <p>current_goal: make_wood_pickaxe</p> <p>op: Navigator</p> <p>navigate to: table</p> <p>share: wood_pickaxe</p> <p>target_agent_id: 0</p>	<p>This is agent 2. In Episode: 1; Timestep: 21. My inventory contained 3 wood. In the past, I successfully gathered wood and set the plan to craft a wood pickaxe; I faced some issues in precise navigation but managed progress. On collaboration, I recognized that Agent 0 requires a wood_pickaxe. I navigated towards crafting the wood pickaxe to support Agent 0. This action was in progress due to the necessity of crafting tools correctly. I planned to work towards 'help_agent' by crafting and sharing the wood pickaxe because</p>

agent_id	context	info	summary
	<p>[34 24].</p> <ul style="list-style-type: none"> - Facing Direction: You are facing a tree. - Current Health Stats: health: 9, food: 9, drink: 8, energy: 9. - Current Inventory: sapling: 0, wood: 3, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "place_table".</p> <p>Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "navigate to a not_applicable".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* <p>'make_wood_pickaxe': everything is ready, should navigate to table;</p> <ul style="list-style-type: none"> - To satisfy the prerequisite, you made the following efforts recently towards make_wood_pickaxe: <ul style="list-style-type: none"> - In step 19: Navigator to tree. ; in In step 20: Navigator to not_applicable. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_stone_pickaxe', Missing 1 stone;</p> <p>He is focusing on 'collect_stone', everything is ready, should navigate to</p>	<p>it's crucial for our combined progress.</p>	

agent_id		context	info	summary
		<p>stone;</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 1 is working on 'collect_wood'</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
6% █ 22/350 [04:37<1:08:50, 12.59s/it]				

```

===== total step: 22 current s
tep: 22 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 20
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 5
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 4
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 23
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 1 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.TREE:
'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action
do; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.WOOD_PICKAXE: 'wood_pickaxe'>, 0) w
ith action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_left; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Goal 'share' will work if and only if you have the m
aterial in your inventory. Double check!

```

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html
agent_4

Prerequisites Check:

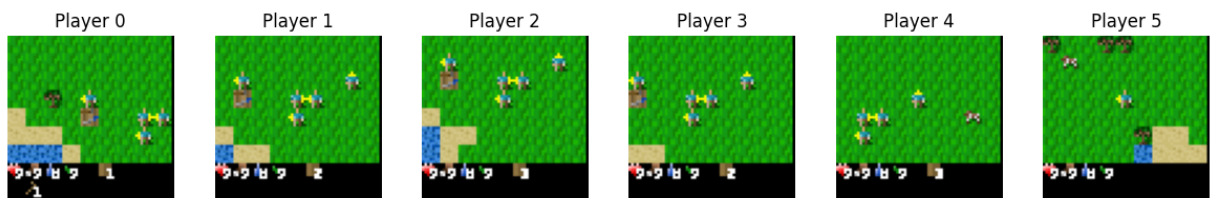
- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html
agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	<p>### Last Experience Summary</p> <p>This is agent 1. In Episode: 1; Timestep: 21. My inventory contained 1 wood. In the past, I successfully navigated to a tree; I failed to navigate accurately earlier. On collaboration, I intended to collect stone to help Agent 0, but prioritized collecting wood first. I collected wood because it's essential for crafting initial tools. This action was in progress as I faced a tree, ready for collection. I planned to work towards helping Agent 0 because sharing resources accelerates joint progress towards the diamond.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 22 steps into the episode. You are at loaction [33 23]. - Facing Direction: You are facing a player. - Current Health Stats: health: 9, food: 9, drink: 8, energy: 9. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: stone</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent 1. In Episode: 1; Timestep: 22. My inventory contained 2 wood. In the past, I successfully navigated and collected wood after several attempts; I failed initially to face the correct direction due to repeated movement errors. On collaboration, I aimed to collect stone for Agent 0 but continued working on basics first. I navigated towards stone because sharing materials is critical to support Agent 0. This action was in progress as I prepared to find stone. I planned to work towards helping Agent 0 with stone to aid our shared diamond mining goal.</p>

agent_id	context	info	summary
	<p>- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;</p> <p>- To satisfy the prerequisite, you made the following efforts recently towards collect_wood:</p> <p>- In step 21: do. .</p> <p>### Collaboration: Need Your Help!!!</p> <p>While other agents working towards make_iron_pickaxe, your long-term goal and current goal should be !!share stone to agent 0!! You should focus on !!collect stone!! and share stone immediately.</p> <p>### Collaboration Policy</p> <p>You are agent 1. Your ultimate goal is help_agent 0. You long-term goal should be help_agent 0. Your current goal should be collect and share stone.</p>		
2 2	in progress	in progress	in progress
3 3	<p>### Last Experience Summary</p> <p>This is agent 3. In Episode: 1 ; Timestep: 20. My inventory contained 2 wood. In the past, I successfully gathered wood facing a tree; I failed to place a furnace. On collaboration, I prioritized Agent 0's needs and planned to share my resources to help with tool crafting. I shared wood because Agent 0 needed it for crafting a wood pickaxe. This action succeeded because I had the necessary wood. I planned to work towards helping Agent 0 because the collaboration policy prioritizes direct assistance.</p> <p>I shared wood because Agent 0 needed it for crafting. This action succeeded. My plan focused on helping Agent 0 by providing necessary resources. I will continue sharing if needed and navigate to gather more resources to support our crafting efforts.</p>	<p>long_term_goal: help_agent</p> <p>current_goal: share</p> <p>op: Navigator</p> <p>navigate to: stone</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 3. In Episode: 1 ; Timestep: 22. My inventory contained 2 wood. In the past, I successfully gathered wood and shared it with Agent 0; I failed to provide stone for Agent 0's crafting needs. On collaboration, I recognized the needs of Agent 0 and planned to provide necessary materials for tool making. I shared wood to help Agent 0. This action succeeded because I had the necessary resource. I planned to navigate to stone to assist Agent 0 in making a stone_pickaxe because it is critical for our collaborative progress.</p>

agent_id	context	info	summary
	<p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 22 steps into the episode. You are at loaction [34 23]. - Facing Direction: You are facing a player. - Current Health Stats: health: 9, food: 9, drink: 8, energy: 9. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "share wood with agent 0". Attempted "navigate to a tree".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check! - To satisfy the prerequisite, you made the following efforts recently towards share: <ul style="list-style-type: none"> - In step 20: Navigator to tree. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_stone_pickaxe', Missing 1 stone; He is focusing on 'collect_stone', everything is ready, should navigate to stone; If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on,</p>		

agent_id		context	info	summary
		<p>you should navigate to the other material and ask the next agent to share the appropriate tool with you. Else, work on advancing your tools. Agent 2 is completing the task.</p> <p>### Collaboration Policy You are agent 3. Your ultimate goal is help_agent 0 and help_agent 2. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
7% █ 24/350 [04:47<1:05:04, 11.98s/it]				

```

===== total step: 23 current s
tep: 23 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 19
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 23
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 4
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 22
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 5
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 22
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.WOOD_PICKAXE: 'wood_pickaxe'>, 0) w
ith action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Goal 'share' will work if and only if you have the m

```

aterial in your inventory. Double check!

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action move_u
p; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicabl
e'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_
pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_
pickaxe;

===== total step: 24 current s
tep: 24 =====

7%|█ | 25/350 [04:47<1:02:19, 11.51s/it]

Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 18

Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 22

Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 3

Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 20

Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 4

Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 21

Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 stone;
- For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TABLE: 'table'>, <ShareableItems.WOOD_PICKAXE: 'wood_pickaxe'>, 0) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check!

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;

===== total step: 25 current step: 25 =====

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

length route 17

7% | 26/350 [04:47<59:47, 11.07s/it]

Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 21

Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 2

Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 19

Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 3

Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 20

Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 stone;
- For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TABLE: 'table'>, <ShareableItems.WOOD_PICKAXE: 'wood_pickaxe'>, 0) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check!

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action move_u

```

p; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
agent_4
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
agent_5
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
  - For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;

===== total step: 26 current step: 26 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 16
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 20
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 18
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 19
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 stone;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

```

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TABLE: 'table'>, <ShareableItems.WOOD_PICKAXE: 'wood_pickaxe'>, 0) with action move_left; current status: ActionStatus.ALMOST_DONE

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

agent_2

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Ready* 'make_wood_pickaxe'

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

agent_3

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check!

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Ready* 'collect_wood'

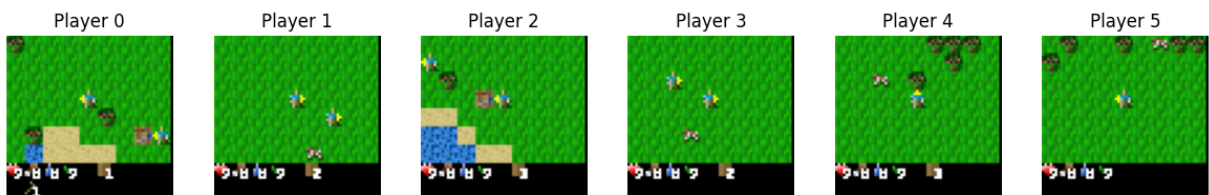
Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary This is agent 2. In Episode: 1; Timestep: 21. My inventory contained 3 wood. In the past, I successfully gathered wood and set the plan to craft a wood pickaxe; I faced some issues in precise navigation but managed progress. On collaboration, I recognized that Agent 0 requires a wood_pickaxe. I navigated towards crafting the wood pickaxe to support Agent 0. This action was in progress due to the necessity of crafting tools correctly. I planned to work towards 'help_agent' by crafting and sharing the wood pickaxe because it's crucial for our combined progress.</p> <p>### Current Experience - This is episode 1. It is currently 26 steps into the episode. You are at loaction [31 23]. - Facing Direction: You are facing a table. - Current Health Stats: health: 9, food: 8, drink: 8, energy: 9. - Current Inventory: sapling: 0, wood: 3, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "navigate to a not_applicable". Attempted "navigate to a table".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p>	<p>long_term_goal: help_agent</p> <p>current_goal: make_wood_pickaxe</p> <p>op: make_wood_pickaxe</p> <p>navigate to: not_applicable</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent [2]. In Episode: [1]; Timestep: [26]. My inventory contained [3 wood]. In the past, I successfully gathered wood and set the plan to craft a wood pickaxe; I failed to navigate precisely to trees at times. On collaboration, Agent 0 required stone which I was unable to provide yet. I [crafted a wood pickaxe] because [it was necessary to advance my tools and aid other agents]. This action [succeeded]. I planned to work towards [helping other agents] because [it's part of the collaboration strategy].</p>

agent_id	context	info	summary
	<p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Ready* 'make_wood_pickaxe' - To satisfy the prerequisite, you made the following efforts recently towards make_wood_pickaxe: <ul style="list-style-type: none"> - In step 19: Navigator to tree. ; in In step 20: Navigator to not_applicable. ; in In step 21: Navigator to table. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_stone_pickaxe', Missing 1 stone;</p> <p>He is focusing on 'collect_stone', everything is ready, should navigate to stone;</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0.</p> <p>Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal</p>		

agent_id		context	info	summary
		based on agents who need help. If they don't need help, you should focus on advancing your tools.		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
8% 27/350 [04:55<58:53, 10.94s/it]				

```

===== total step: 27 current s
tep: 27 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 15
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 19
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 17
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 18
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.make_wood_pickaxe: 'make_wood_pickaxe'>, <Nav
igationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NO
T_APPLICABLE: 'not_applicable'>, -1) with action make_wood_pickaxe; current
status: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Wood pickaxe is already made.

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Goal 'share' will work if and only if you have the m
aterial in your inventory. Double check!

```

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action move_up; current status: ActionStatus.ALMOST_DONE

Knowledge graph saved to results/agent_4/knowledge_graph_1.html
agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Ready* 'collect_wood'

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html
agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent [2]. In Episode: [1]; Timestep: [26]. My inventory contained [3 wood]. In the past, I successfully gathered wood and set the plan to craft a wood pickaxe; I failed to navigate precisely to trees at times. On collaboration, Agent 0 required stone which I was unable to provide yet. I [crafted a wood pickaxe] because [it was necessary to advance my tools and aid other agents]. This action [succeeded]. I planned to work towards [helping other agents] because [it's part of the collaboration strategy].</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 27 steps into the episode. You are at loaction [31 23]. - Facing Direction: You are facing a table. - Current Health Stats: health: 9, food: 8, drink: 8, energy: 9. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "navigate to a not_applicable". Attempted "navigate to a table". Attempted "make_wood_pickaxe".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: Navigator</p> <p>navigate to: stone</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent [2]. In Episode: [1] ; Timestep: [27]. My inventory contained [2 wood, 1 wood_pickaxe]. In the past, I successfully crafted a wood pickaxe; I failed to navigate precisely to trees. On collaboration, Agent 0 needed stone which I couldn't provide yet. I navigated towards stone because I needed to help Agent 0 craft a stone pickaxe. This action was in progress, as I aimed to find and gather stone. I planned to work towards helping Agent 0 because collaboration is the priority.</p>

agent_id	context	info	summary
	<p>the agent immediately if you do have the material in your inventory.</p> <ul style="list-style-type: none">- For immediate goal: Wood pickaxe is already made.- To satisfy the prerequisite, you made the following efforts recently towards make_wood_pickaxe:<ul style="list-style-type: none">- In step 26: make_wood_pickaxe. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_stone_pickaxe', Missing 1 stone;</p> <p>He is focusing on 'collect_stone', everything is ready, should navigate to stone;</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0.</p> <p>You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help.</p> <p>If they don't need help, you should focus on advancing your tools.</p>		
3 3	in progress	in progress	in progress

agent_id	context	info	summary
4 4	<p>### Last Experience Summary</p> <p>This is agent 4. In Episode: 1; Timestep: 19. My inventory contained wood: 3. In the past, I successfully navigated towards targets but failed to gather enough materials due to improper facing direction. On collaboration, I prioritized helping Agent 0 by planning to collect and share necessary resources. I navigated to a tree to collect wood because it was essential for crafting a wood pickaxe to support Agent 0. This action was in progress since I had not yet collected the wood. I planned to work towards helping Agent 0 by gathering enough wood to make a wood pickaxe.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 27 steps into the episode. You are at loaction [36 18]. - Facing Direction: You are facing a tree. - Current Health Stats: health: 9, food: 8, drink: 8, energy: 9. - Current Inventory: sapling: 0, wood: 3, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "navigate to a tree".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: do</p> <p>navigate to: tree</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent 4. In Episode: 1; Timestep: 27. My inventory contained wood: 3. In the past, I successfully navigated towards a tree but failed to collect more wood due to possibly not performing the 'do' action correctly. On collaboration, I planned to help Agent 0 by collecting and sharing resources but currently lack the stone needed. I continued to collect wood because it is required for tool advancement and aiding other agents. This action was in progress as I am facing a tree. I planned to work towards helping Agent 0 because collaboration is the priority.</p>

agent_id	context	info	summary
	<ul style="list-style-type: none"> - For immediate goal: *Ready* 'collect_wood' - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: <ul style="list-style-type: none"> - In step 16: Navigator to tree. ; in In step 19: Navigator to tree. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_stone_pickaxe', Missing 1 stone;</p> <p>He is focusing on 'collect_stone', everything is ready, should navigate to stone;</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 3 is working on Goal 'share' will work if and only if you have the material in your inventory. Double check!</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>### Collaboration Policy</p> <p>You are agent 4. Your ultimate goal is help_agent 0 and help_agent 3. You should prioritize helping agent 0.</p> <p>Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p>		

agent_id		context	info	summary
		!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.		
5	5	in progress	in progress	in progress
8% █ 28/350 [05:03<58:07, 10.83s/it]				

```

===== total step: 28 current s
tep: 28 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 14
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 18
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 21
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 16
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 17
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Goal 'share' will work if and only if you have the m
aterial in your inventory. Double check!

```

Player 4 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.STONE: 'stone'>, 0) with action do; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

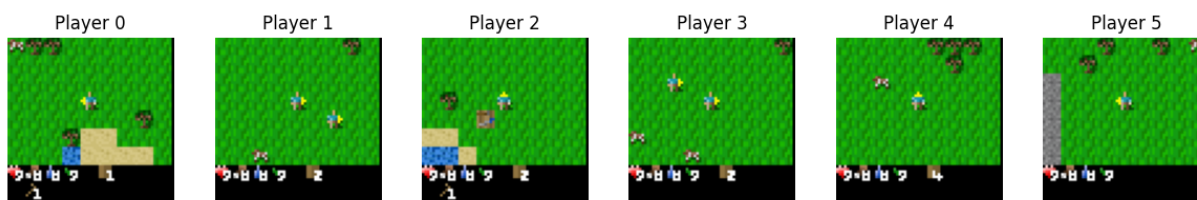
Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	in progress	in progress	in progress
3	3	in progress	in progress	in progress
4	4	<p>### Last Experience Summary This is agent 4. In Episode: 1; Timestep: 27. My inventory contained wood: 3. In the past, I successfully navigated towards a tree but failed to collect more wood due to possibly not performing the 'do' action correctly. On collaboration, I planned to help Agent 0 by collecting and sharing resources but currently lack the stone needed. I continued to collect wood because it is required for tool advancement and aiding other agents. This action was in progress as I am facing a tree. I planned to work towards helping Agent 0 because collaboration is the priority.</p> <p>### Current Experience - This is episode 1. It is currently 28 steps into the episode. You are at loaction [36 18]. - Facing Direction: You are facing a grass. - Current Health Stats: health: 9, food: 8, drink: 8, energy: 9. - Current Inventory: sapling: 0, wood: 4, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "do". Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "do".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again.</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 4. In Episode: 1; Timestep: 28. My inventory contained wood: 4. In the past, I successfully navigated towards a tree but failed to collect additional wood due to facing the wrong direction. On collaboration, I planned to help Agent 0 but currently have no stone to share. I navigated towards a tree because collecting wood is crucial for advancing tools to eventually aid other agents. This action was successful previously, and I planned to work towards helping Agent 0 because collaboration is the priority.</p>

agent_id	context	info	summary
	<ul style="list-style-type: none"> - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree; - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: <ul style="list-style-type: none"> - In step 27: do. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_stone_pickaxe', Missing 1 stone;</p> <p>He is focusing on 'collect_stone', everything is ready, should navigate to stone;</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 3 is working on Goal 'share' will work if and only if you have the material in your inventory.</p> <p>Double check!</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>### Collaboration Policy</p> <p>You are agent 4. Your ultimate goal is help_agent 0 and help_agent 3. You should prioritize helping agent 0.</p> <p>Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required</p>		

agent_id	context	info	summary
	items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.		
5	5	in progress	in progress

9% | 30/350 [05:12<55:28, 10.40s/it]

```

===== total step: 29 current s
tep: 29 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 13
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 17
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 20
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 15
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 4
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 16
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Goal 'share' will work if and only if you have the m

```

aterial in your inventory. Double check!

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.

- For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicabl
e'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_
pickaxe;

- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_
pickaxe;

===== total step: 30 current s
tep: 30 =====

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

length route 12

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

length route 16

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

length route 19

9%|█ | 31/350 [05:12<53:33, 10.07s/it]

Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 14
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 15
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
Prerequisites Check:
- For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 stone;
- For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check!

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
agent_4
Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;

===== total step: 31 current step: 31 =====

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

length route 11

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

length route 15

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

length route 18

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

length route 13

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

length route 2

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

length route 14

Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

9% | 32/350 [05:12<51:44, 9.76s/it]

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

agent_0

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 stone;
- For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

agent_1

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

agent_2

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

agent_3

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check!

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;

===== total step: 32 current step: 32 =====

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

length route 10

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

length route 14

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

length route 17

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

length route 12

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

length route 1

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

length route 13

Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

agent_0

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 stone;
- For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

agent_1

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

agent_2

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,

-1) with action move_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

agent_3

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check!

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_right; current status: ActionStatus.ALMOST_DONE

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Ready* 'collect_wood'

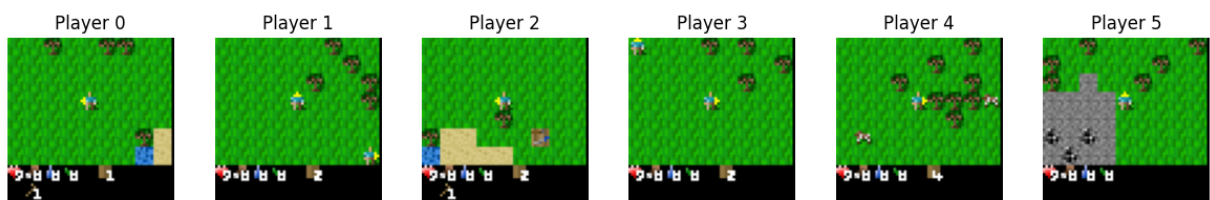
Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	in progress	in progress	in progress
3	3	in progress	in progress	in progress
4	4	<p>### Last Experience Summary This is agent 4. In Episode: 1; Timestep: 28. My inventory contained wood: 4. In the past, I successfully navigated towards a tree but failed to collect additional wood due to facing the wrong direction. On collaboration, I planned to help Agent 0 but currently have no stone to share. I navigated towards a tree because collecting wood is crucial for advancing tools to eventually aid other agents. This action was successful previously, and I planned to work towards helping Agent 0 because collaboration is the priority.</p> <p>### Current Experience - This is episode 1. It is currently 32 steps into the episode. You are at loaction [36 15]. - Facing Direction: You are facing a tree. - Current Health Stats: health: 9, food: 8, drink: 8, energy: 8. - Current Inventory: sapling: 0, wood: 4, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: do</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 4. In Episode: 1; Timestep: 32. My inventory contained wood: 4. In the past, I successfully navigated towards a tree and positioned myself correctly for collection. I failed initially due to facing the wrong direction. On collaboration, I aimed to help Agent 0 with stone, but I had none in inventory. Agent 3 is assisting me in obtaining stone.</p> <p>I collected wood because it is essential for crafting and potentially assisting other agents. This action was in progress, as I faced the correct direction now. I planned to work towards helping Agent 0 with their stone pickaxe effort, given my role in collaboration.</p>

agent_id	context	info	summary
	<p>NOT work on place_table again.</p> <ul style="list-style-type: none"> - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Ready* 'collect_wood' - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: <ul style="list-style-type: none"> - In step 28: Navigator to tree. <p>.</p> <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_stone_pickaxe', Missing 1 stone;</p> <p>He is focusing on 'collect_stone', everything is ready, should navigate to stone;</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 3 is working on Goal 'share' will work if and only if you have the material in your inventory. Double check!</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>### Collaboration Policy</p> <p>You are agent 4. Your ultimate goal is help_agent 0 and help_agent 3. You should prioritize helping agent 0.</p> <p>Your long-term goal should be 'help_agent'. You can do so by</p>		

agent_id	context	info	summary
	<p>sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help.</p> <p>If they don't need help, you should focus on advancing your tools.</p>		

5	5	in progress	in progress	in progress
---	---	-------------	-------------	-------------

9% <div></div>		33/350	[05:24<51:52,	9.82s/it]
----------------	--	--------	---------------	-----------

```

===== total step: 33 current s
tep: 33 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 8
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 13
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 16
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 11
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 12
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Goal 'share' will work if and only if you have the m
aterial in your inventory. Double check!

```

Player 4 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action do; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

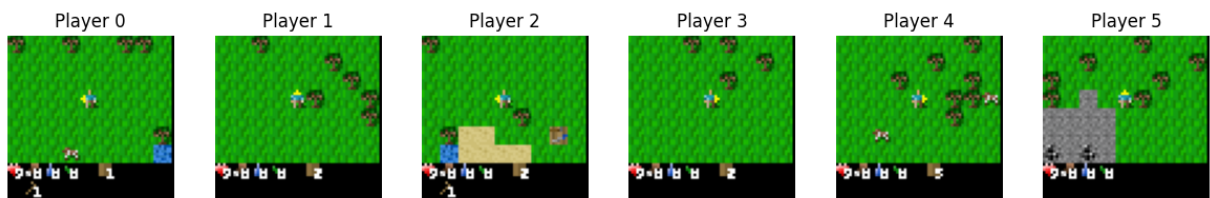
Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	in progress	in progress	in progress
3	3	in progress	in progress	in progress
4	4	<p>### Last Experience Summary This is agent 4. In Episode: 1; Timestep: 32. My inventory contained wood: 4. In the past, I successfully navigated towards a tree and positioned myself correctly for collection. I failed initially due to facing the wrong direction. On collaboration, I aimed to help Agent 0 with stone, but I had none in inventory. Agent 3 is assisting me in obtaining stone. I collected wood because it is essential for crafting and potentially assisting other agents. This action was in progress, as I faced the correct direction now. I planned to work towards helping Agent 0 with their stone pickaxe effort, given my role in collaboration.</p> <p>### Current Experience - This is episode 1. It is currently 33 steps into the episode. You are at loaction [36 15]. - Facing Direction: You are facing a grass. - Current Health Stats: health: 9, food: 8, drink: 8, energy: 8. - Current Inventory: sapling: 0, wood: 5, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again.</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: Navigator</p> <p>navigate to: stone</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent 4. In Episode: 1; Timestep: 33. My inventory contained wood: 5. In the past, I successfully navigated towards a tree and collected wood; I failed initially to face the correct target. On collaboration, Agent 3 is helping me obtain stone for agent 0. I collected wood because it was a necessary resource for crafting. This action succeeded after aligning correctly with the tree. I planned to work towards helping Agent 0 with their stone pickaxe effort to fulfill the collaboration policy.</p>

agent_id	context	info	summary
	<ul style="list-style-type: none"> - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree; - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: <ul style="list-style-type: none"> - In step 32: do. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_stone_pickaxe', Missing 1 stone;</p> <p>He is focusing on 'collect_stone', everything is ready, should navigate to stone;</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 3 is working on Goal 'share' will work if and only if you have the material in your inventory. Double check!</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>### Collaboration Policy</p> <p>You are agent 4. Your ultimate goal is help_agent 0 and help_agent 3. You should prioritize helping agent 0.</p> <p>Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p>		

agent_id		context	info	summary
		Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.		
5	5	in progress	in progress	in progress
10% █ 35/350 [05:37<50:39, 9.65s/it]				

```

===== total step: 34 current s
tep: 34 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 7
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 12
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 15
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 10
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 12
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 11
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Goal 'share' will work if and only if you have the m

```

aterial in your inventory. Double check!

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pi
ckaxe;

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicabl
e'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_
pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_
pickaxe;

===== total step: 35 current s
tep: 35 =====

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

length route 6

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

length route 11

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

length route 14

10%|■ | 36/350 [05:37<49:07, 9.39s/it]

Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 9
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 11
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 10
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
Prerequisites Check:
- For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 stone;
- For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check!

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
agent_4
Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pickaxe;

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;

===== total step: 36 current step: 36 =====

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

length route 5

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

length route 10

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

length route 13

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

length route 8

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

length route 10

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

length route 9

Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

11% | 37/350 [05:38<47:40, 9.14s/it]

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

agent_0

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 stone;
- For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

agent_1

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

agent_2

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

agent_3

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check!

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pickaxe;

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;

===== total step: 37 current step: 37 =====

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

length route 4

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

length route 9

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

length route 12

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

length route 7

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

length route 9

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

length route 8

11% | 38/350 [05:38<46:17, 8.90s/it]

Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS
 Knowledge graph saved to results/agent_0/knowledge_graph_1.html
 agent_0
 ### Prerequisites Check:
 - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 stone;
 - For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_up; current status: ActionStatus.IN_PROGRESS
 Knowledge graph saved to results/agent_1/knowledge_graph_1.html
 agent_1
 ### Prerequisites Check:
 - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
 - For immediate goal: *Ready* 'collect_wood'

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_left; current status: ActionStatus.IN_PROGRESS
 Knowledge graph saved to results/agent_2/knowledge_graph_1.html
 agent_2
 ### Prerequisites Check:
 - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
 - For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_right; current status: ActionStatus.IN_PROGRESS
 Knowledge graph saved to results/agent_3/knowledge_graph_1.html
 agent_3
 ### Prerequisites Check:
 - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
 - For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check!

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_up; current status: ActionStatus.IN_PROGRESS
 Knowledge graph saved to results/agent_4/knowledge_graph_1.html
 agent_4
 ### Prerequisites Check:
 - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
 - For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pickaxe;

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, 0) with action move_right; current status: ActionStatus.IN_PROGRESS
 Knowledge graph saved to results/agent_5/knowledge_graph_1.html
 agent_5
 ### Prerequisites Check:
 - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
 - For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 diamond;

```

e'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
agent_5
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_
pickaxe;
  - For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_
pickaxe;

===== total step: 38 current s
tep: 38 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 8
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 11
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 6
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 8
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 7
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
11%|█          | 40/350 [05:38<43:44, 8.47s/it]

```

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

agent_2

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

agent_3

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check!

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pickaxe;

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;

===== total step: 39 current step: 39 =====

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

length route 2

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

length route 7

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

length route 10

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

length route 5

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

length route 7

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

length route 6

Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_right; current status: ActionStatus.IN_PROGRESS

onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS
 Knowledge graph saved to results/agent_0/knowledge_graph_1.html
 agent_0
 ### Prerequisites Check:
 - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 stone;
 - For immediate goal: *Ready* 'collect_stone'

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_up; current status: ActionStatus.IN_PROGRESS
 Knowledge graph saved to results/agent_1/knowledge_graph_1.html
 agent_1
 ### Prerequisites Check:
 - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
 - For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_left; current status: ActionStatus.IN_PROGRESS
 Knowledge graph saved to results/agent_2/knowledge_graph_1.html
 agent_2
 ### Prerequisites Check:
 - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
 - For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_right; current status: ActionStatus.IN_PROGRESS
 Knowledge graph saved to results/agent_3/knowledge_graph_1.html
 agent_3
 ### Prerequisites Check:
 - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
 - For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check!

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_right; current status: ActionStatus.IN_PROGRESS
 Knowledge graph saved to results/agent_4/knowledge_graph_1.html
 agent_4
 ### Prerequisites Check:
 - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
 - For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pickaxe;

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;

===== total step: 40 current step: 40 =====

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

length route 1

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

length route 6

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

length route 9

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

length route 4

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

length route 6

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

length route 5

Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.ALMOST_DONE

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

agent_0

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 stone;
- For immediate goal: *Ready* 'collect_stone'

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

agent_1

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

agent_2

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, 0) with action move_right; current status: ActionStatus.IN_PROGRESS

-1) with action move_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

agent_3

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check!

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pickaxe;

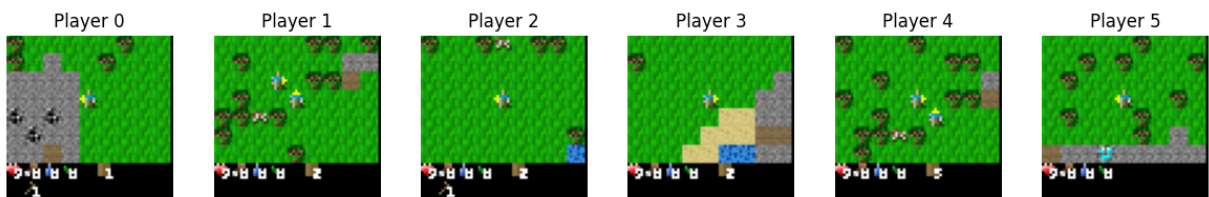
Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id	context	info	summary
0 0	<p>long_term_goal: make_stone_pickaxe</p> <p>current_goal: collect_stone</p> <p>op: do</p> <p>navigate to: stone</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p> <p>### Last Experience Summary This is agent 0. In Episode: 1 ; Timestep: 20. My inventory contained 1 wood and 1 wood_pickaxe. In the past, I successfully placed a table; I failed to collect enough wood for crafting beyond that. On collaboration, Agent 1 supported me with resource sharing. I crafted a wood pickaxe because it is needed to progress with better tools. This action was in progress because more materials are required. I planned to work towards making a stone pickaxe because it is the step in tool advancement.</p> <p>### Current Experience - This is episode 1. It is currently 40 steps into the episode. You are at loaction [14 21]. - Facing Direction: You are facing a stone. - Current Health Stats: health: 9, food: 8, drink: 8, energy: 8. - Current Inventory: sapling: 0, wood: 1, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "do". Attempted "place_table". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a table". Attempted "make_wood_pickaxe". Attempted "navigate to a stone".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table</p>		<p>This is agent 0. In Episode: 1 ; Timestep: 40. My inventory contained 1 wood and 1 wood_pickaxe. In the past, I successfully placed a table; I failed to collect stone previously due to incomplete 'do' actions. On collaboration, Agent 1 helped by sharing resources. I attempted to navigate and collect stone because it is essential for crafting a stone pickaxe. This action was in progress due to facing the correct stone but not completing the collect action. I planned to work towards making a stone pickaxe because it is the next step in tool advancement towards collecting a diamond. I decided to continue performing the 'do' action to successfully collect stone and craft further tools.</p>

agent_id		context	info	summary
		<p>again.</p> <ul style="list-style-type: none">- Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: *Cannot complete* <p>'make_stone_pickaxe': Missing 1 stone;</p> <ul style="list-style-type: none">- For immediate goal: *Ready* 'collect_stone' <ul style="list-style-type: none">- To satisfy the prerequisite, you made the following efforts recently towards collect_stone:<ul style="list-style-type: none">- In step 20: Navigator to stone. . <p>### Collaboration: Need Your Help</p> <p>You are agent 0. Focus on your tasks while other agents share resources with you. Once you craft an iron_pickaxe, you should share it to agent 5</p>		
1	1	in progress	in progress	in progress
2	2	in progress	in progress	in progress
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
12% █ 41/350 [05:53<44:26, 8.63s/it]				

```

===== total step: 41 current s
tep: 41 =====
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 5
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 8
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 5
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 4
Player 0 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.STONE:
'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action
do; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': everything i
s ready, should navigate to table;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Goal 'share' will work if and only if you have the m
aterial in your inventory. Double check!

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati

```

onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pickaxe;

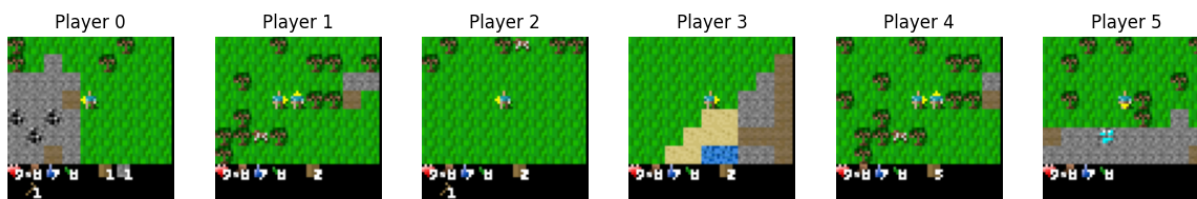
Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_down; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id	context	info	summary
0 0	<p>### Last Experience Summary</p> <p>This is agent 0. In Episode: 1 ; Timestep: 40. My inventory contained 1 wood and 1 wood_pickaxe. In the past, I successfully placed a table; I failed to collect stone previously due to incomplete 'do' actions. On collaboration, Agent 1 helped by sharing resources. I attempted to navigate and collect stone because it is essential for crafting a stone pickaxe. This action was in progress due to facing the correct stone but not completing the collect action. I planned to work towards making a stone pickaxe because it is the step in tool advancement towards collecting a diamond. I decided to continue performing the 'do' action to successfully collect stone and craft further tools.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 41 steps into the episode. You are at loaction [14 21]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 8, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 1, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "place_table". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a table". Attempted "make_wood_pickaxe". Attempted "navigate to a stone". Attempted "do".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p>	<p>long_term_goal: make_stone_pickaxe</p> <p>current_goal: collect_stone</p> <p>op: Navigator</p> <p>navigate to: table</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 0. In Episode: 1 ; Timestep: 41. My inventory contained 1 wood, 1 stone, and 1 wood_pickaxe. In the past, I successfully placed a table; I failed to collect additional stones previously due to insufficient 'do' actions. On collaboration, Agent 1 assisted by sharing resources. I navigated to a table because I needed to craft a stone pickaxe. This action was in progress as I prepared to craft. I planned to work towards making a stone pickaxe because it is necessary for further advancements towards collecting a diamond.</p>

agent_id		context	info	summary
		<div><div><div><div><div>- For long-term goal: *Cannot complete* 'make_stone_pickaxe': everything is ready, should navigate to table;</div><div>- For immediate goal: should work on long-term goal now.</div><div>- To satisfy the prerequisite, you made the following efforts recently towards collect_stone:</div><div>- In step 40: do. .</div></div></div><div>### Collaboration: Need Your Help</div><div>You are agent 0. Focus on your tasks while other agents share resources with you. Once you craft an iron_pickaxe, you should share it to agent 5</div></div></div>		
1	1	in progress	in progress	in progress
2	2	in progress	in progress	in progress
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
12% █ 43/350 [06:02<43:08, 8.43s/it]				

```

===== total step: 42 current s
tep: 42 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 18
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 4
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 7
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 5
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 3
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': everything i
s ready, should navigate to table;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Goal 'share' will work if and only if you have the m
aterial in your inventory. Double check!

```

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pickaxe;

Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_down; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;

===== total step: 43 current step: 43 =====

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

length route 17

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

length route 3

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

length route 6

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

length route 1

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

length route 8

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

length route 2

Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

agent_0

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_stone_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

agent_1

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is read

y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

agent_2

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_right; current status: ActionStatus.ALMOST_DONE

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

agent_3

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check!

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pickaxe;

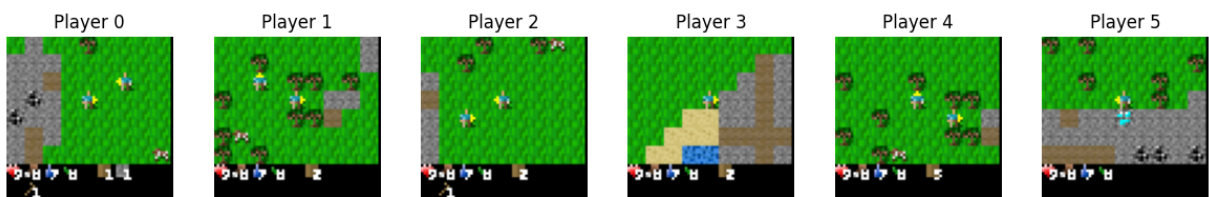
Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	in progress	in progress	in progress
3	3	<p>### Last Experience Summary</p> <p>This is agent 3. In Episode: 1 ; Timestep: 22. My inventory contained 2 wood. In the past, I successfully gathered wood and shared it with Agent 0; I failed to provide stone for Agent 0's crafting needs. On collaboration, I recognized the needs of Agent 0 and planned to provide necessary materials for tool making. I shared wood to help Agent 0. This action succeeded because I had the necessary resource. I planned to navigate to stone to assist Agent 0 in making a stone_pickaxe because it is critical for our collaborative progress.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 43 steps into the episode. You are at loaction [54 23]. - Facing Direction: You are facing a stone. - Current Health Stats: health: 9, food: 8, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "share wood with agent 0". Attempted "navigate to a tree". Attempted "navigate to a stone".</p> <p>### Crafting Station</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: do</p> <p>navigate to: stone</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent 3. In Episode: 1 ; Timestep: 43. My inventory contained 2 wood. In the past, I successfully navigated to a stone; I failed to collect stone previously due to lack of a pickaxe. On collaboration, Agent 0 needed stone for crafting, which guided my efforts. I navigated to stone because Agent 0 needs it for tool crafting. This action was in progress because I faced the stone without the required pickaxe. I planned to work towards helping Agent 0 by collecting stone because it is essential for their tool-making process.</p>

agent_id	context	info	summary
	<p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check! - To satisfy the prerequisite, you made the following efforts recently towards share: <ul style="list-style-type: none"> - In step 20: Navigator to tree. ; in In step 22: Navigator to stone. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_stone_pickaxe', Missing 1 stone;</p> <p>He is focusing on 'collect_stone', everything is ready, should navigate to stone;</p> <p>If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you. Else, work on advancing your tools.</p> <p>Agent 2 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 3. Your ultimate goal is help_agent 0 and help_agent 2. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the</p>		

agent_id		context	info	summary
		agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.		
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
13% █ 44/350 [06:09<42:50, 8.40s/it]				

```

===== total step: 44 current s
tep: 44 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 16
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 5
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 7
Knowledge graph saved to results/agent_5/knowledge_graph_1.html
length route 1
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': everything i
s ready, should navigate to table;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.STONE:
'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action do; current statu
s: ActionStatus.DONE
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pi
ckaxe;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati

```

onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pickaxe;

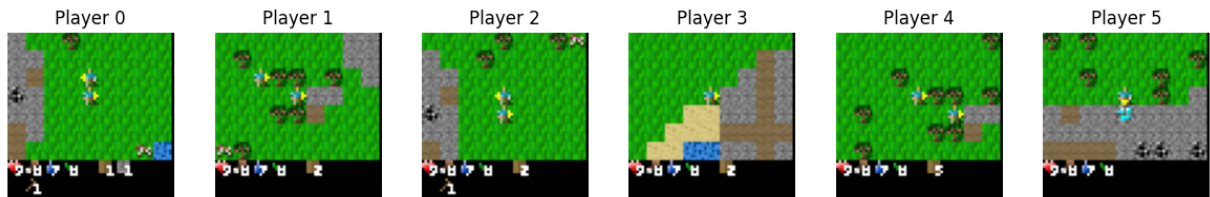
Player 5 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_down; current status: ActionStatus.ALMOST_DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	in progress	in progress	in progress
3	3	<p>### Last Experience Summary This is agent 3. In Episode: 1 ; Timestep: 43. My inventory contained 2 wood. In the past, I successfully navigated to a stone; I failed to collect stone previously due to lack of a pickaxe. On collaboration, Agent 0 needed stone for crafting, which guided my efforts. I navigated to stone because Agent 0 needs it for tool crafting. This action was in progress because I faced the stone without the required pickaxe. I planned to work towards helping Agent 0 by collecting stone because it is essential for their tool-making process.</p> <p>### Current Experience - This is episode 1. It is currently 44 steps into the episode. You are at loaction [54 23]. - Facing Direction: You are facing a stone. - Current Health Stats: health: 9, food: 8, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "share wood with agent 0". Attempted "navigate to a tree". Attempted "navigate to a stone". Attempted "do".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: Goal</p>	<p>long_term_goal: help_agent</p> <p>current_goal: make_wood_pickaxe</p> <p>op: Navigator</p> <p>navigate to: table</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent 3. In Episode: 1 ; Timestep: 44. My inventory contained nothing useful for current tasks. In the past, I successfully shared wood with Agent 0; I failed to collect stone due to the lack of a wood pickaxe. On collaboration, Agent 0 needed stone for crafting, but I could not provide it yet. I navigated to a stone, intending to collect it, but failed due to lacking a pickaxe. This action failed because of this missing tool. I planned to work towards crafting a wood pickaxe to enable collecting stone for Agent 0, recognizing my need to assist his task completion. I planned to navigate to a table next to enable crafting the necessary pickaxe.</p>

agent_id	context	info	summary
	<p>'help_agent' requires you to help the agent immediately if you do have the material in your inventory.</p> <ul style="list-style-type: none"> - For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pickaxe; - To satisfy the prerequisite, you made the following efforts recently towards collect_stone: <ul style="list-style-type: none"> - In step 43: do. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_stone_pickaxe', Missing 1 stone;</p> <p>He is focusing on 'collect_stone', everything is ready, should navigate to stone;</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 2 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 3. Your ultimate goal is help_agent 0 and help_agent 2. You should prioritize helping agent 0.</p> <p>Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Reconsider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
4 4	in progress	in progress	in progress

agent_id	context	info	summary
5 5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1; Timestep: 0. My inventory contained nothing. In the past, I successfully started the episode with no actions. On collaboration, I was set to receive an iron pickaxe from Agent 4 to collect a diamond. I navigated towards a diamond because I am tasked with collecting it. This action was in progress since I needed to locate a diamond first. I planned to work towards collecting a diamond because this is the ultimate goal of my current task.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 44 steps into the episode. You are at location [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 8, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a diamond".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed already; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - To satisfy the prerequisite, you made the following efforts recently towards collect_diamond: <ul style="list-style-type: none"> - In step 0: Navigator to diamond. . <p>### Collaboration: Need Your</p>	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: 4</p>	<p>This is agent 5. In Episode: 1; Timestep: 44. My inventory contained nothing. In the past, I successfully navigated to a diamond location; I failed to collect the diamond due to lacking an iron pickaxe. On collaboration, I am waiting for Agent 4 to share an iron pickaxe with me. I navigated to the diamond site because collecting it is my ultimate goal. This action was in progress as it required the iron pickaxe, which was not yet available in my inventory. I planned to work towards collecting a diamond because it is crucial for winning the game.</p>

agent_id	context	info	summary
	<p>Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy</p> <p>You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
13% ■	45/350	[06:21<43:06,	8.48s/it]

```

===== total step: 45 current s
tep: 45 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 15
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 4
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 26
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 6
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': everything i
s ready, should navigate to table;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_right; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati

```

onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pickaxe;

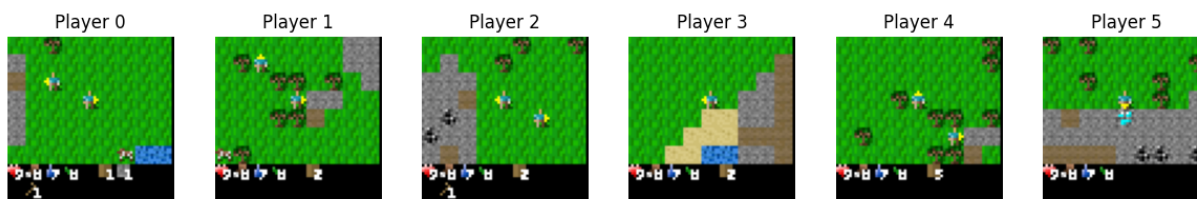
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, 4) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	<p>### Last Experience Summary</p> <p>This is agent 1. In Episode: 1; Timestep: 22. My inventory contained 2 wood. In the past, I successfully navigated and collected wood after several attempts; I failed initially to face the correct direction due to repeated movement errors. On collaboration, I aimed to collect stone for Agent 0 but continued working on basics first. I navigated towards stone because sharing materials is critical to support Agent 0. This action was in progress as I prepared to find stone. I planned to work towards helping Agent 0 with stone to aid our shared diamond mining goal.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 45 steps into the episode. You are at loaction [44 12]. - Facing Direction: You are facing a stone. - Current Health Stats: health: 9, food: 8, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a stone".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: do</p> <p>navigate to: stone</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 1. In Episode: 1; Timestep: 45. My inventory contained 2 wood. In the past, I successfully navigated towards resources; I failed to complete collection actions due to movement errors. On collaboration, I focused on aiding Agent 0 by collecting stone but have not succeeded yet. I navigated to face a stone because it is essential for helping Agent 0 craft their tools. This action succeeded as I prepared for the collection. I planned to work towards helping Agent 0 because sharing materials is crucial for our teamwork.</p>

agent_id		context	info	summary
		<p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree; - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: <ul style="list-style-type: none"> - In step 22: Navigator to stone. . <p>### Collaboration: Need Your Help!!!</p> <p>While other agents working towards make_iron_pickaxe, your long-term goal and current goal should be !!share stone to agent 0!! You should focus on !!collect stone!! and share stone immediately.</p> <p>### Collaboration Policy</p> <p>You are agent 1. Your ultimate goal is help_agent 0. You long-term goal should be help_agent 0. Your current goal should be collect and share stone.</p>		
2	2	in progress	in progress	in progress
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1; Timestep: 44. My inventory contained nothing. In the past, I successfully navigated to a diamond location; I failed to collect the diamond due to lacking an iron pickaxe. On collaboration, I am waiting for Agent 4 to share an iron pickaxe with me.</p> <p>I navigated to the diamond site because collecting it is my ultimate goal. This action was in progress as it required the iron pickaxe, which was not yet available in my inventory. I</p>	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 5. In Episode: 1; Timestep: 45. My inventory contained nothing. In the past, I successfully navigated to a diamond location; I failed to collect the diamond due to lacking an iron pickaxe. On collaboration, I was waiting for Agent 4 to share an iron pickaxe with me. I waited at the diamond because Agent 4 needed to share the iron pickaxe for me to proceed. This action was in progress as it required</p>

agent_id	context	info	summary
	<p>planned to work towards collecting a diamond because it is crucial for winning the game.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 45 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 8, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a diamond". Attempted "noop".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - To satisfy the prerequisite, you made the following efforts recently towards collect_diamond: <ul style="list-style-type: none"> - In step 44: noop. . <p>### Collaboration: Need Your Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy</p> <p>You are agent 5. Your goal is to collect diamond. You should</p>		<p>the iron pickaxe to collect the diamond. I planned to work towards collecting a diamond because it is crucial for winning the game once I received the necessary tool.</p>

agent_id	context	info	summary
	navigate to a dimond and collect the diamond. Other agents will share the tool with you.		
13% █	46/350	[06:35<43:33,	8.60s/it]

```

===== total step: 46 current s
tep: 46 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 14
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 25
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 5
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': everything i
s ready, should navigate to table;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.STONE:
'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action
do; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pi
ckaxe;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_up; current status: ActionStatus.IN_PROGRESS

```

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pickaxe;

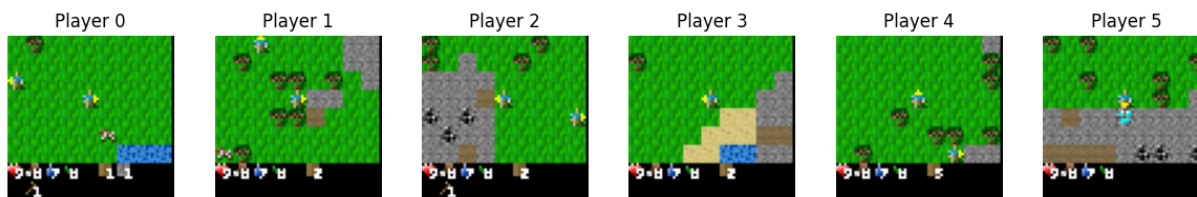
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	<p>### Last Experience Summary</p> <p>This is agent 1. In Episode: 1; Timestep: 45. My inventory contained 2 wood. In the past, I successfully navigated towards resources; I failed to complete collection actions due to movement errors. On collaboration, I focused on aiding Agent 0 by collecting stone but have not succeeded yet. I navigated to face a stone because it is essential for helping Agent 0 craft their tools. This action succeeded as I prepared for the collection. I planned to work towards helping Agent 0 because sharing materials is crucial for our teamwork.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 46 steps into the episode. You are at loaction [44 12]. - Facing Direction: You are facing a stone. - Current Health Stats: health: 9, food: 8, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a stone". Attempted "do".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: table</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 1. In Episode: 1; Timestep: 46. My inventory contained 2 wood. In the past, I successfully navigated through the environment but failed to collect stone due to not having a wood_pickaxe. On collaboration, I intended to help Agent 0 by collecting stone. I navigated towards a table to craft a wood_pickaxe because it is essential for collecting stone and supporting Agent 0. This action was in progress as I needed to craft the pickaxe. I planned to work towards aiding Agent 0 because sharing materials is crucial for our teamwork.</p>

agent_id		context	info	summary
		<p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pickaxe; - To satisfy the prerequisite, you made the following efforts recently towards collect_stone: <ul style="list-style-type: none"> - In step 45: do. . <p>### Collaboration: Need Your Help!!!</p> <p>While other agents working towards make_iron_pickaxe, your long-term goal and current goal should be !!share stone to agent 0!! You should focus on !!collect stone!! and share stone immediately.</p> <p>### Collaboration Policy</p> <p>You are agent 1. Your ultimate goal is help_agent 0. You long-term goal should be help_agent 0. Your current goal should be collect and share stone.</p>		
2	2	in progress	in progress	in progress
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1; Timestep: 45. My inventory contained nothing. In the past, I successfully navigated to a diamond location; I failed to collect the diamond due to lacking an iron pickaxe. On collaboration, I was waiting for Agent 4 to share an iron pickaxe with me. I waited at the diamond because Agent 4 needed to share the iron pickaxe for me to proceed. This action was in progress as it required the iron pickaxe to collect the diamond. I planned to work towards collecting a diamond because it is crucial</p>	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 5. In Episode: 1; Timestep: 46. My inventory contained nothing. In the past, I successfully navigated to a diamond location; I failed to collect the diamond due to lacking an iron pickaxe. On collaboration, I waited for Agent 4 to share the iron pickaxe with me. I waited at the diamond because Agent 4 needed to share the iron pickaxe for me to proceed. This action was in progress as it required the iron pickaxe to collect the diamond. I planned to work towards collecting a diamond</p>

agent_id	context	info	summary
	<p>for winning the game once I received the necessary tool.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 46 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 8, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a diamond". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - To satisfy the prerequisite, you made the following efforts recently towards collect_diamond: <ul style="list-style-type: none"> - In step 44: noop. ; in In step 45: noop. . <p>### Collaboration: Need Your Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p>		<p>because it is crucial for winning the game once I received the necessary tool.</p>

agent_id	context	info	summary
	### Collaboration Policy You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.		
13% █	47/350	[06:53<44:23,	8.79s/it]

```

===== total step: 47 current s
tep: 47 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 13
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 25
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 24
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 4
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': everything i
s ready, should navigate to table;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati

```

onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pickaxe;

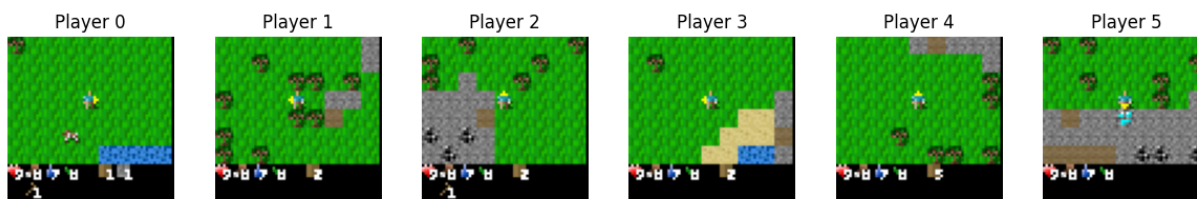
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	in progress	in progress	in progress
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	<p>### Last Experience Summary This is agent 5. In Episode: 1; Timestep: 46. My inventory contained nothing. In the past, I successfully navigated to a diamond location; I failed to collect the diamond due to lacking an iron pickaxe. On collaboration, I waited for Agent 4 to share the iron pickaxe with me. I waited at the diamond because Agent 4 needed to share the iron pickaxe for me to proceed. This action was in progress as it required the iron pickaxe to collect the diamond. I planned to work towards collecting a diamond because it is crucial for winning the game once I received the necessary tool.</p> <p>### Current Experience - This is episode 1. It is currently 47 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 8, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "navigate to a diamond". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do</p>	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 5. In Episode: 1; Timestep: 47. My inventory contained nothing. In the past, I successfully navigated to a diamond location; I failed to collect the diamond due to lacking an iron pickaxe. On collaboration, I waited for Agent 4 to share the iron pickaxe with me. I was positioned near the diamond because I needed to await the iron pickaxe to collect it. This action was in progress as it required the iron pickaxe to collect the diamond. I planned to work towards collecting a diamond because it is crucial for winning the game once I received the necessary tool.</p>

agent_id	context	info	summary
	<p>NOT work on place_table again.</p> <ul style="list-style-type: none">- Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;- To satisfy the prerequisite, you made the following efforts recently towards collect_diamond:- In step 44: noop. ; in In step 45: noop. ; in In step 46: noop. . <p>### Collaboration: Need Your Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy</p> <p>You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		

14%

| 48/350 [07:03<44:24, 8.82s/it]

```

===== total step: 48 current s
tep: 48 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 12
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 24
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 21
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 3
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': everything i
s ready, should navigate to table;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Ready* 'collect_stone'

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov

```

e_up; current status: **ActionStatus.IN_PROGRESS**

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pickaxe;

Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: **ActionStatus.DONE**

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary This is agent [2]. In Episode: [1] ; Timestep: [27]. My inventory contained [2 wood, 1 wood_pickaxe]. In the past, I successfully crafted a wood pickaxe; I failed to navigate precisely to trees. On collaboration, Agent 0 needed stone which I couldn't provide yet. I navigated towards stone because I needed to help Agent 0 craft a stone pickaxe. This action was in progress, as I aimed to find and gather stone. I planned to work towards helping Agent 0 because collaboration is the priority.</p> <p>### Current Experience - This is episode 1. It is currently 48 steps into the episode. You are at loaction [14 20]. - Facing Direction: You are facing a stone. - Current Health Stats: health: 9, food: 8, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "do". Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "navigate to a not_applicable". Attempted "navigate to a table". Attempted "make_wood_pickaxe". Attempted "navigate to a stone".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: Goal</p>	<p>long_term_goal: This is agent [2]. In Episode: [1] ; Timestep: [48]. My inventory contained [2 wood, 1 wood_pickaxe]. In the past, I successfully gathered resources from stone; I failed to navigate precisely. On collaboration, I tried to help Agent 0 by attempting to collect stone.</p> <p>help_agent I collected stone using the wood pickaxe because I needed to help Agent 0 craft tools. This action was in progress as more stone was required. I planned to work towards helping Agent 0 because collaboration is the priority.</p> <p>current_goal: collect_stone</p> <p>op: do</p> <p>navigate to: stone</p> <p>share: stone</p> <p>target_agent_id: 0</p>	

agent_id		context	info	summary
		<p>'help_agent' requires you to help the agent immediately if you do have the material in your inventory.</p> <ul style="list-style-type: none">- For immediate goal: *Ready* <p>'collect_stone'</p> <ul style="list-style-type: none">- To satisfy the prerequisite, you made the following efforts recently towards collect_stone:- In step 27: Navigator to stone. <p>.</p> <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1; Timestep: 47. My inventory contained nothing. In the past, I successfully navigated to a diamond location; I failed to collect the diamond due to lacking an iron pickaxe. On</p>	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to:</p>	<p>This is agent 5. In Episode: 1; Timestep: 48. My inventory contained nothing. In the past, I successfully navigated to a diamond location; I failed to collect the diamond due to lacking an iron pickaxe. On</p>

agent_id	context	info	summary
	<p>collaboration, I waited for Agent 4 to share the iron pickaxe with me. I was positioned near the diamond because I needed to await the iron pickaxe to collect it. This action was in progress as it required the iron pickaxe to collect the diamond. I planned to work towards collecting a diamond because it is crucial for winning the game once I received the necessary tool.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 48 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 8, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "navigate to a diamond". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - To satisfy the prerequisite, you made the following efforts recently towards collect_diamond: <ul style="list-style-type: none"> - In step 44: noop. ; in In step 45: noop. ; in In step 46: noop. ; in In step 47: noop. . <p>### Collaboration: Need Your Help!!!</p>	<p>diamond</p> <p>share:</p> <p>not_applicable</p> <p>target_agent_id: -1</p>	<p>collaboration, I waiting for Agent 4 to share the iron pickaxe with me. I continued to face the diamond because I needed the iron pickaxe to collect it. This action was in progress because it required the iron pickaxe to collect the diamond. I planned to work towards collecting a diamond because it is crucial for winning the game once I received the necessary tool.</p>

agent_id	context	info	summary
	<p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
14% ■	49/350	[07:12<44:17,	8.83s/it]

```

===== total step: 49 current s
tep: 49 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 11
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 23
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 20
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 2
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': everything i
s ready, should navigate to table;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.STONE:
'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action do; current statu
s: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_up; current status: ActionStatus.IN_PROGRESS

```

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pickaxe;

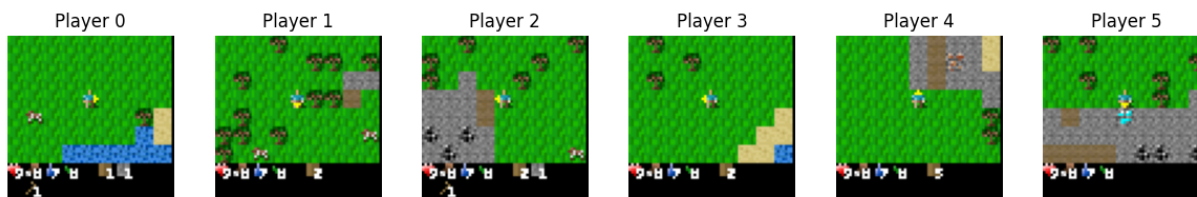
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary This is agent [2]. In Episode: [1] ; Timestep: [48]. My inventory contained [2 wood, 1 wood_pickaxe]. In the past, I successfully gathered resources from stone; I failed to navigate precisely. On collaboration, I tried to help Agent 0 by attempting to collect stone. I collected stone using the wood pickaxe because I needed to help Agent 0 craft tools. This action was in progress as more stone was required. I planned to work towards helping Agent 0 because collaboration is the priority.</p> <p>### Current Experience - This is episode 1. It is currently 49 steps into the episode. You are at loaction [14 20]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 8, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 2, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "navigate to a not_applicable". Attempted "navigate to a table". Attempted "make_wood_pickaxe". Attempted "navigate to a stone". Attempted "do".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check:</p>	<p>long_term_goal: help_agent</p> <p>current_goal: share</p> <p>op: share</p> <p>navigate to: not_applicable</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent [2]. In Episode: [1] ; Timestep: [49]. My inventory contained [2 wood, 1 stone, 1 wood_pickaxe]. In the past, I successfully collected stone; I failed to navigate precisely. On collaboration, I aimed to assist Agent 0 by attempting to collect and share stone. I shared stone because it can aid Agent 0 in tool advancement, which is crucial for our collaboration. This action was in progress since timely sharing boosts team efficiency. I planned to work towards helping Agent 0 because assisting agents with resources aligns with the collaboration policy.</p>

agent_id	context	info	summary
	<ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone; - To satisfy the prerequisite, you made the following efforts recently towards collect_stone: <ul style="list-style-type: none"> - In step 48: do. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3 3	in progress	in progress	in progress
4 4	in progress	in progress	in progress
5 5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1; Timestep: 48. My inventory contained nothing. In the past, I successfully navigated to a diamond location; I failed to</p>	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: noop</p>	<p>This is agent 5. In Episode: 1; Timestep: 49. My inventory contained nothing. In the past, I successfully navigated to a diamond location; I failed to collect the</p>

agent_id	context	info	summary
	<p>collect the diamond due to lacking an iron pickaxe. On collaboration, I waiting for Agent 4 to share the iron pickaxe with me. I continued to face the diamond because I needed the iron pickaxe to collect it. This action was in progress because it required the iron pickaxe to collect the diamond. I planned to work towards collecting a diamond because it is crucial for winning the game once I received the necessary tool.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 49 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 8, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "navigate to a diamond". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - To satisfy the prerequisite, you made the following efforts recently towards collect_diamond: <ul style="list-style-type: none"> - In step 44: noop. ; in In step 45: noop. ; in In step 46: noop. ; 	<p>navigate to: not_applicable</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>diamond due to lacking an iron pickaxe. On collaboration, I was waiting for Agent 4 to share the iron pickaxe with me. I continued to face the diamond because it was crucial to collect it quickly for the team's success. This action was in progress as I awaited the required tool. I planned to work towards collecting a diamond because it is important to win the game once I received the necessary tool. My goal remains to collect the diamond as soon as I'm equipped to do so.</p>

agent_id	context	info	summary
	<p>in In step 47: noop. ; in In step 48: noop. .</p> <p>### Collaboration: Need Your Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy</p> <p>You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
14% <div></div>	50/350	[07:37<45:45,	9.15s/it]

```

===== total step: 50 current s
tep: 50 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 10
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 22
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 19
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 1
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
- For long-term goal: *Cannot complete* 'make_stone_pickaxe': everything i
s ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.share: 'share'>, <NavigationDestinationItems.
NOT_APPICABLE: 'not_applicable'>, <ShareableItems.STONE: 'stone'>, 0) with a
ction noop; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: Goal 'share' will work if and only if you have the m
aterial in your inventory. Double check!

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_up; current status: ActionStatus.ALMOST_DONE

```

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pickaxe;

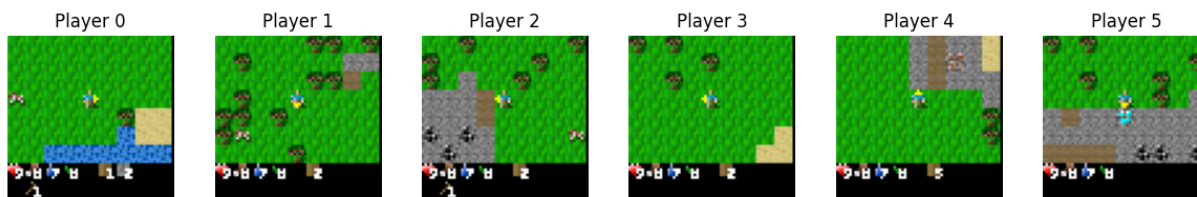
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.NO_T_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary This is agent [2]. In Episode: [1] ; Timestep: [49]. My inventory contained [2 wood, 1 stone, 1 wood_pickaxe]. In the past, I successfully collected stone; I failed to navigate precisely. On collaboration, I aimed to assist Agent 0 by attempting to collect and share stone. I shared stone because it can aid Agent 0 in tool advancement, which is crucial for our collaboration. This action was in progress since timely sharing boosts team efficiency. I planned to work towards helping Agent 0 because assisting agents with resources aligns with the collaboration policy.</p> <p>### Current Experience - This is episode 1. It is currently 50 steps into the episode. You are at loaction [14 20]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 8, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "navigate to a tree". Attempted "navigate to a not_applicable". Attempted "navigate to a table". Attempted "make_wood_pickaxe". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0".</p> <p>### Crafting Station</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: Navigator</p> <p>navigate to: stone</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent [2]. In Episode: [1] ; Timestep: [50]. My inventory contained [2 wood, 1 wood_pickaxe]. In the past, I successfully attempted to share with Agent 0; I failed to share stone due to lack of inventory. On collaboration, I aimed to help Agent 0 by sharing resources. I navigated to stone because it's needed to assist Agent 0. This action was in progress due to the absence of stone in my inventory. I planned to work towards helping Agent 0 because collaborative success is our priority.</p>

agent_id	context	info	summary
	<p>Availability:</p> <ul style="list-style-type: none">- Table: placed alerady; Do NOT work on place_table again.- Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.- For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check!- To satisfy the prerequisite, you made the following efforts recently towards share:<ul style="list-style-type: none">- In step 49: share stone to target agent. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools. Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3 3	in progress	in progress	in progress

agent_id	context	info	summary
4 4	<p>### Last Experience Summary</p> <p>This is agent 4. In Episode: 1; Timestep: 33. My inventory contained wood: 5. In the past, I successfully navigated towards a tree and collected wood; I failed initially to face the correct target. On collaboration, Agent 3 is helping me obtain stone for agent 0. I collected wood because it was a necessary resource for crafting. This action succeeded after aligning correctly with the tree. I planned to work towards helping Agent 0 with their stone pickaxe effort to fulfill the collaboration policy.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 50 steps into the episode. You are at loaction [42 6]. - Facing Direction: You are facing a stone. - Current Health Stats: health: 9, food: 8, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 5, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "do". Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a stone".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p>	<p>long_term_goal: help_agent</p> <p>current_goal: make_wood_pickaxe</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 4. In Episode: 1; Timestep: 50. My inventory contained wood: 5. In the past, I successfully navigated to areas of interest like stone; I failed to collect stone due to lacking a wood pickaxe. On collaboration, Agent 3 is helping me by gathering stone for Agent 0. I navigated towards the table to craft a wood pickaxe because it is needed to progress with stone collection. This action was in progress, as I needed the pickaxe to continue. I planned to work towards making a wood pickaxe because it was crucial for assisting Agent 0 with their stone pickaxe needs.</p>

agent_id	context	info	summary
	<ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_stone': Missing 1 wood_pickaxe; - To satisfy the prerequisite, you made the following efforts recently towards collect_stone: <ul style="list-style-type: none"> - In step 33: Navigator to stone. . <p>### Collaboration: Need Your Help!!! Agent 0 is completing its task. You should focus on advancing your tools. Agent 3 is completing the task.</p> <p>### Collaboration Policy You are agent 4. Your ultimate goal is help_agent 0 and help_agent 3. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
5 5	<p>### Last Experience Summary This is agent 5. In Episode: 1; Timestep: 49. My inventory contained nothing. In the past, I successfully navigated to a diamond location; I failed to collect the diamond due to lacking an iron pickaxe. On collaboration, I was waiting for Agent 4 to share the iron</p>	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: diamond</p>	<p>This is agent 5. In Episode: 1; Timestep: 50. My inventory contained nothing. In the past, I successfully faced a diamond location; I failed to collect the diamond due to not receiving an iron pickaxe yet. On collaboration, I was in</p>

agent_id	context	info	summary
	<p>pickaxe with me. I continued to face the diamond because it was crucial to collect it quickly for the team's success. This action was in progress as I awaited the required tool. I planned to work towards collecting a diamond because it is important to win the game once I received the necessary tool. My goal remains to collect the diamond as soon as I'm equipped to do so.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 50 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 8, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "navigate to a diamond". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - To satisfy the prerequisite, you made the following efforts recently towards 	<p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>progress waiting for Agent 4 to share the required tool with me. I continued by trying to collect a diamond because it is essential for winning the game. This action was in progress because I depended on collaboration to receive the iron pickaxe. I planned to work towards collecting the diamond because it aligns with the team goal.</p>

agent_id	context	info	summary
	<p>collect_diamond:</p> <ul style="list-style-type: none">- In step 44: noop. ; in In step 45: noop. ; in In step 46: noop. ; in In step 47: noop. ; in In step 48: noop. ; in In step 49: noop. <p>.</p> <p>### Collaboration: Need Your Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!!</p> <p>You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy</p> <p>You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
15% ■	51/350 [07:47<45:41, 9.17s/it]		

```

===== total step: 51 current s
tep: 51 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 9
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 21
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 18
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 5
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': everything i
s ready, should navigate to table;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Ready* 'collect_stone'

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -

```

1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;

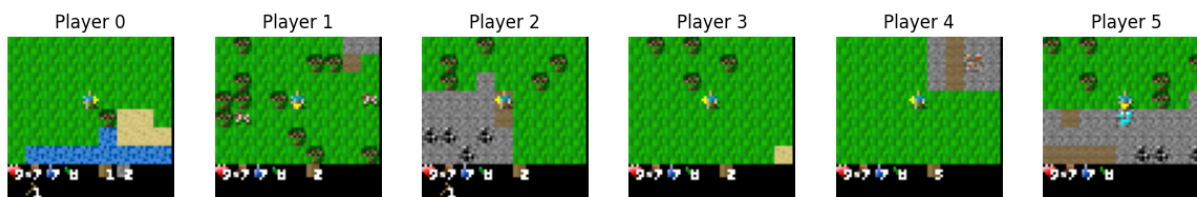
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	in progress	in progress	in progress
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	<p>### Last Experience Summary This is agent 5. In Episode: 1; Timestep: 50. My inventory contained nothing. In the past, I successfully faced a diamond location; I failed to collect the diamond due to not receiving an iron pickaxe yet. On collaboration, I was in progress waiting for Agent 4 to share the required tool with me. I continued by trying to collect a diamond because it is essential for winning the game. This action was in progress because I depended on collaboration to receive the iron pickaxe. I planned to work towards collecting the diamond because it aligns with the team goal.</p> <p>### Current Experience - This is episode 1. It is currently 51 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 7, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do</p>	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 5. In Episode: 1; Timestep: 51. My inventory contained nothing. In the past, I successfully faced a diamond location; I failed to collect the diamond due to not receiving an iron pickaxe yet. On collaboration, I was waiting for Agent 4 to share the required tool with me. I continued by waiting to collect a diamond because it is essential for winning the game. This action was in progress because I depended on collaboration to receive the iron pickaxe. I planned to work towards collecting the diamond because it aligns with the team goal.</p>

agent_id	context	info	summary
	<p>NOT work on place_table again.</p> <ul style="list-style-type: none">- Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;- To satisfy the prerequisite, you made the following efforts recently towards collect_diamond:- In step 44: noop. ; in In step 45: noop. ; in In step 46: noop. ; in In step 47: noop. ; in In step 48: noop. ; in In step 49: noop. ; in In step 50: noop. . <p>### Collaboration: Need Your Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy</p> <p>You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
15% <div></div>	52/350	[07:55<45:22,	9.14s/it]

```

===== total step: 52 current s
tep: 52 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 8
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 20
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 17
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 4
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': everything i
s ready, should navigate to table;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Ready* 'collect_wood'

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Ready* 'collect_stone'

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS

```

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;

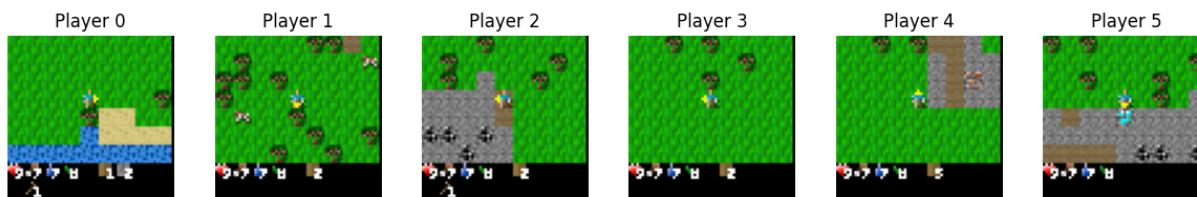
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary This is agent [2]. In Episode: [1] ; Timestep: [50]. My inventory contained [2 wood, 1 wood_pickaxe]. In the past, I successfully attempted to share with Agent 0; I failed to share stone due to lack of inventory. On collaboration, I aimed to help Agent 0 by sharing resources. I navigated to stone because it's needed to assist Agent 0. This action was in progress due to the absence of stone in my inventory. I planned to work towards helping Agent 0 because collaborative success is our priority.</p> <p>### Current Experience - This is episode 1. It is currently 52 steps into the episode. You are at loaction [13 20]. - Facing Direction: You are facing a stone. - Current Health Stats: health: 9, food: 7, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "navigate to a not_applicable". Attempted "navigate to a table". Attempted "make_wood_pickaxe". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check:</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: do</p> <p>navigate to: stone</p> <p>share: stone</p> <p>target_agent_id: 0</p> <p>This is agent [2]. In Episode: [1] ; Timestep: [52]. My inventory contained [2 wood, 1 wood_pickaxe]. I faced stone and planned to collect it to assist Agent 0 who needed stone. This action was in progress due to not having yet collected stone. I focused on helping Agent 0 because it aligns with our collaboration strategy. Once collected, I aimed to advance by sharing stone with Agent 0 immediately. I planned to continue with 'do' to collect the necessary stone.</p>	

agent_id	context	info	summary
	<ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Ready* 'collect_stone' - To satisfy the prerequisite, you made the following efforts recently towards collect_stone: <ul style="list-style-type: none"> - In step 50: Navigator to stone. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 1 is working on 'collect_wood'</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		

agent_id		context	info	summary
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1; Timestep: 51. My inventory contained nothing. In the past, I successfully faced a diamond location; I failed to collect the diamond due to not receiving an iron pickaxe yet. On collaboration, I was waiting for Agent 4 to share the required tool with me. I continued by waiting to collect a diamond because it is essential for winning the game. This action was in progress because I depended on collaboration to receive the iron pickaxe. I planned to work towards collecting the diamond because it aligns with the team goal.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 52 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 7, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot 	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 5. In Episode: 1; Timestep: 52. My inventory contained nothing. In the past, I successfully waited in position facing a diamond; I failed to proceed with collecting it due to not receiving an iron pickaxe yet. On collaboration, I was waiting for Agent 4 to share the required tool with me. I attempted noop because I depended on collaboration to receive the iron pickaxe while already positioned to collect the diamond. This action was in progress because I required an external help. I planned to work towards collecting the diamond because it aligns with the team goal.</p>

agent_id	context	info	summary
	<p>complete* 'collect_diamond': Missing 1 iron_pickaxe; - For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - To satisfy the prerequisite, you made the following efforts recently towards collect_diamond: - In step 44: noop. ; in In step 45: noop. ; in In step 46: noop. ; in In step 47: noop. ; in In step 48: noop. ; in In step 49: noop. ; in In step 50: noop. ; in In step 51: noop. .</p> <p>### Collaboration: Need Your Help!!! While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
15% ■ 53/350 [08:05<45:20, 9.16s/it]			

```

===== total step: 53 current s
tep: 53 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 7
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 19
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 16
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 3
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': everything i
s ready, should navigate to table;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.STONE:
'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action do; current statu
s: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS

```

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;

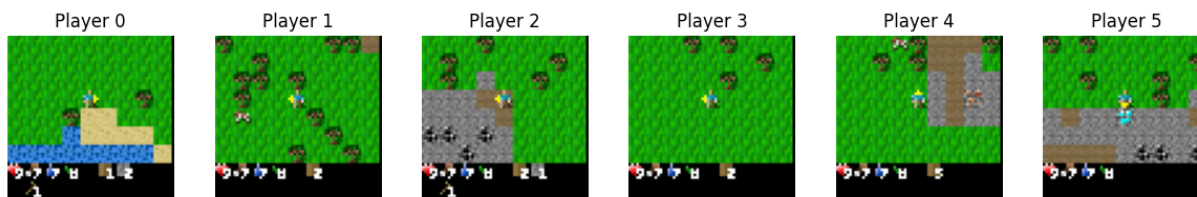
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary This is agent [2]. In Episode: [1] ; Timestep: [52]. My inventory contained [2 wood, 1 wood_pickaxe]. I faced stone and planned to collect it to assist Agent 0 who needed stone. This action was in progress due to not having yet collected stone. I focused on helping Agent 0 because it aligns with our collaboration strategy. Once collected, I aimed to advance by sharing stone with Agent 0 immediately. I planned to continue with 'do' to collect the necessary stone.</p> <p>### Current Experience - This is episode 1. It is currently 53 steps into the episode. You are at loaction [13 20]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 7, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 2, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "navigate to a table". Attempted "make_wood_pickaxe". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: Goal 'help_agent' requires you to help</p>	<p>long_term_goal: This is agent [2]. In Episode: [1] ; Timestep: [53]. My inventory contained [2 wood, 1 stone, 1 wood_pickaxe]. I successfully collected some wood and attempted to collect stone, but mostly faced path; stone remained in progress. I shared stone to Agent 0 as it aligns with our collaboration goal and the immediate needs of the team. This action was in progress because it would support Agent 0's progress. I planned to work towards advancing my tools if no further assistance was needed by Agent 0. Next, I would reassess the success of my assistance and continue enhancing tool capabilities.</p> <p>help_agent</p> <p>current_goal: share</p> <p>op: share</p> <p>navigate to: not_applicable</p> <p>share: stone</p> <p>target_agent_id: 0</p>	

agent_id	context	info	summary
	<p>the agent immediately if you do have the material in your inventory.</p> <ul style="list-style-type: none"> - For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone; - To satisfy the prerequisite, you made the following efforts recently towards collect_stone: <ul style="list-style-type: none"> - In step 52: do. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3	3	in progress	in progress
4	4	in progress	in progress
5	5	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to:</p>	<p>This is agent 5. In Episode: 1; Timestep: 53. My inventory contained nothing. In the past, I successfully faced the diamond; I failed to continue due to the absence of an iron pickaxe. On collaboration,</p>

agent_id	context	info	summary
	<p>On collaboration, I was waiting for Agent 4 to share the required tool with me. I attempted noop because I depended on collaboration to receive the iron pickaxe while already positioned to collect the diamond. This action was in progress because I required an external help. I planned to work towards collecting the diamond because it aligns with the team goal.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 53 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 7, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - To satisfy the prerequisite, you made the following efforts recently towards collect_diamond: <ul style="list-style-type: none"> - In step 44: noop. ; in In step 45: noop. ; in In step 46: noop. ; in In step 47: noop. ; in In step 48: noop. ; in In step 49: noop. ; in In step 50: noop. ; in In step 	<p>diamond</p> <p>share:</p> <p>not_applicable</p> <p>target_agent_id: 4</p>	<p>I waited for Agent 4 to share the iron pickaxe. I continued to wait because my next action relies on collaboration. This action was in progress because I was in the right position but needed an external resource. I planned to work towards collecting the diamond because it's essential to our team victory.</p>

agent_id	context	info	summary
	<p>51: noop. ; in In step 52: noop. .</p> <p>### Collaboration: Need Your Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy</p> <p>You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
15% <div></div>	54/350	[08:24<46:07,	9.35s/it]

```

===== total step: 54 current s
tep: 54 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 6
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 18
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 15
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 2
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
- For long-term goal: *Cannot complete* 'make_stone_pickaxe': everything i
s ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.share: 'share'>, <NavigationDestinationItems.
NOT_APPICABLE: 'not_applicable'>, <ShareableItems.STONE: 'stone'>, 0) with a
ction noop; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: Goal 'share' will work if and only if you have the m
aterial in your inventory. Double check!

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS

```

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;

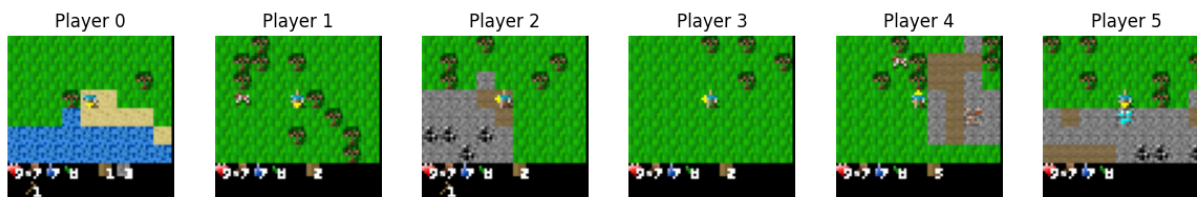
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, 4) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent [2]. In Episode: [1] ; Timestep: [53]. My inventory contained [2 wood, 1 stone, 1 wood_pickaxe]. I successfully collected some wood and attempted to collect stone, but mostly faced path; stone remained in progress. I shared stone to Agent 0 as it aligns with our collaboration goal and the immediate needs of the team. This action was in progress because it would support Agent 0's progress. I planned to work towards advancing my tools if no further assistance was needed by Agent 0. , I would reassess the success of my assistance and continue enhancing tool capabilities.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 54 steps into the episode. You are at loaction [13 20]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 7, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "make_wood_pickaxe". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: Navigator</p> <p>navigate to: stone</p> <p>share: not_applicable</p> <p>target_agent_id: 0</p>	<p>This is agent [2]. In Episode: [1] ; Timestep: [54]. My inventory contained [2 wood, 1 wood_pickaxe]. In the past, I attempted to collect stone and share it with Agent 0 but failed due to the lack of stone. Collaboration focused on helping Agent 0 but was unsuccessful because of missing inventory. I navigated to stone to collect it so I can help Agent 0, as per the collaboration policy. This action succeeded, prioritizing extracting stone to support Agent 0's progress. I planned to work towards collecting stone because it's needed to help my assigned agent.</p>

agent_id		context	info	summary
		<p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check! - To satisfy the prerequisite, you made the following efforts recently towards share: <ul style="list-style-type: none"> - In step 53: share stone to target agent. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1; Timestep: 53. My inventory contained nothing. In the past, I successfully faced the diamond;</p>	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p>	<p>This is agent 5. In Episode: 1; Timestep: 54. My inventory contained nothing. In the past, I successfully navigated to the diamond; I failed to</p>

agent_id	context	info	summary
	<p>I failed to continue due to the absence of an iron pickaxe. On collaboration, I waited for Agent 4 to share the iron pickaxe. I continued to wait because my action relies on collaboration. This action was in progress because I was in the right position but needed an external resource. I planned to work towards collecting the diamond because it's essential to our team victory.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 54 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 7, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - To satisfy the prerequisite, you made the following efforts recently towards collect_diamond: <ul style="list-style-type: none"> - In step 44: noop. ; in In step 45: noop. ; in In step 46: noop. ; in In step 47: noop. ; in In step 48: noop. ; in In step 49: noop. ; 	<p>op: noop</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>collect it due to lacking an iron pickaxe. On collaboration, I relied on Agent 4 to share the iron pickaxe. I faced the diamond because collecting it was critical to our team success.</p> <p>This action was in progress, as it required collaboration for the iron pickaxe. I planned to work towards collecting the diamond because it was the key objective for winning.</p>

agent_id	context	info	summary
	<p>in In step 50: noop. ; in In step 51: noop. ; in In step 52: noop. ; in In step 53: noop. .</p> <p>### Collaboration: Need Your Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy</p> <p>You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
16% <div></div>	55/350	[08:40<46:29,	9.46s/it]

```

===== total step: 55 current s
tep: 55 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 5
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 17
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 14
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 1
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
- For long-term goal: *Cannot complete* 'make_stone_pickaxe': everything i
s ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: *Ready* 'collect_wood'

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
0) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -

```

1) with action move_up; current status: ActionStatus.ALMOST_DONE

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;

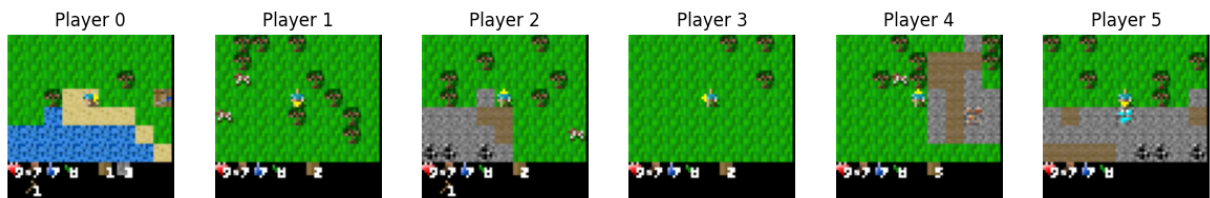
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	in progress	in progress	in progress
3	3	in progress	in progress	in progress
4	4	<p>### Last Experience Summary This is agent 4. In Episode: 1; Timestep: 50. My inventory contained wood: 5. In the past, I successfully navigated to areas of interest like stone; I failed to collect stone due to lacking a wood pickaxe. On collaboration, Agent 3 is helping me by gathering stone for Agent 0. I navigated towards the table to craft a wood pickaxe because it is needed to progress with stone collection. This action was in progress, as I needed the pickaxe to continue. I planned to work towards making a wood pickaxe because it was crucial for assisting Agent 0 with their stone pickaxe needs.</p> <p>### Current Experience - This is episode 1. It is currently 55 steps into the episode. You are at loaction [41 3]. - Facing Direction: You are facing a tree. - Current Health Stats: health: 9, food: 7, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 5, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "navigate to a tree". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a stone". Attempted "navigate to</p>	<p>long_term_goal: make_wood_pickaxe</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: table</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 4. In Episode: 1; Timestep: 55. My inventory contained wood: 5. In the past, I successfully navigated multiple times to locate trees and tables; I failed to collect stone due to the lack of a wood pickaxe. On collaboration, Agent 3 was gathering stone for Agent 0. I navigated to the table to craft a wood pickaxe because it was necessary for progressing with tool crafting. This action was in progress. I planned to work towards making a wood pickaxe because it was crucial for assisting Agent 0 with their stone pickaxe needs.</p>

agent_id	context	info	summary
	<p>a tree".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table; - To satisfy the prerequiste, you made the following efforts recently towards make_wood_pickaxe: - In step 50: Navigator to tree. .</p> <p>### Collaboration: Need Your Help!!! Agent 0 is completing its task. You should focus on advancing your tools. Agent 3 is completing the task.</p> <p>### Collaboration Policy You are agent 4. Your ultimate goal is help_agent 0 and help_agent 3. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need</p>		

agent_id	context	info	summary
	help. If they don't need help, you should focus on advancing your tools.		
5 5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1; Timestep: 54. My inventory contained nothing. In the past, I successfully navigated to the diamond; I failed to collect it due to lacking an iron pickaxe. On collaboration, I relied on Agent 4 to share the iron pickaxe. I faced the diamond because collecting it was critical to our team success. This action was in progress, as it required collaboration for the iron pickaxe. I planned to work towards collecting the diamond because it was the key objective for winning.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 55 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 7, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p>	<p>long_term_goal: help_agent</p> <p>current_goal: share</p> <p>op: noop</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: 4</p>	<p>This is agent 5. In Episode: 1; Timestep: 55. My inventory contained nothing. In the past, I successfully navigated to the diamond; I failed to collect it due to lacking an iron pickaxe. On collaboration, I was waiting for Agent 4 to share the iron pickaxe. I faced the diamond because collecting it was critical to our team success. This action was in progress, as it required collaboration for the iron pickaxe. I planned to work towards collecting the diamond because it was the key objective for winning. I decided to wait as the next logical step was dependent on receiving help from Agent 4.</p>

agent_id	context	info	summary
	<p>- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;</p> <p>- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;</p> <p>- To satisfy the prerequisite, you made the following efforts recently towards collect_diamond:</p> <p>- In step 44: noop. ; in In step 45: noop. ; in In step 46: noop. ; in In step 47: noop. ; in In step 48: noop. ; in In step 49: noop. ; in In step 50: noop. ; in In step 51: noop. ; in In step 52: noop. ; in In step 53: noop. ; in In step 54: noop. .</p> <p>### Collaboration: Need Your Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy</p> <p>You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
16% ■ 56/350 [08:54<46:44, 9.54s/it]			

```

===== total step: 56 current s
tep: 56 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 4
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 16
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 13
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 31
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': everything i
s ready, should navigate to table;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
0) with action move_left; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Ready* 'collect_stone'

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,

```

-1) with action move_down; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

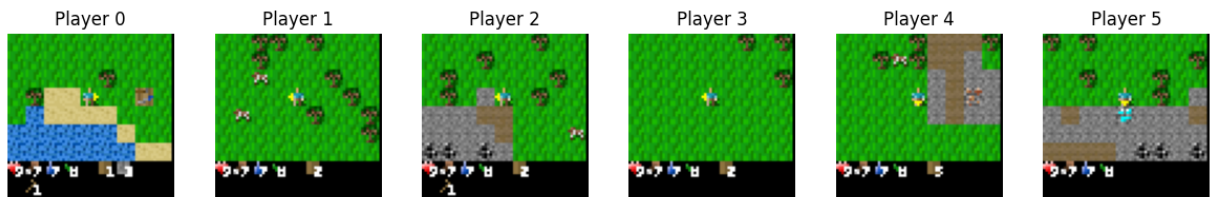
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, 4) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check!



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent [2]. In Episode: [1] ; Timestep: [54]. My inventory contained [2 wood, 1 wood_pickaxe]. In the past, I attempted to collect stone and share it with Agent 0 but failed due to the lack of stone. Collaboration focused on helping Agent 0 but was unsuccessful because of missing inventory. I navigated to stone to collect it so I can help Agent 0, as per the collaboration policy. This action succeeded, prioritizing extracting stone to support Agent 0's progress. I planned to work towards collecting stone because it's needed to help my assigned agent.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 56 steps into the episode. You are at loaction [13 19]. - Facing Direction: You are facing a stone. - Current Health Stats: health: 9, food: 7, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "navigate to a stone". Attempted "do".</p> <p>Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do".</p> <p>Attempted "share stone with agent 0". Attempted "navigate to a stone".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: do</p> <p>navigate to: stone</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent [2]. In Episode: [1] ; Timestep: [56]. My inventory contained [2 wood, 1 wood_pickaxe]. In the past, I successfully navigated to stone; I failed to share stone with Agent 0 due to missing inventory. On collaboration, I attempted to help Agent 0 by trying to collect and share stone. I navigated and did actions to collect stone because I needed to assist Agent 0. This action was in progress as I was facing stone and had a wood pickaxe. I planned to work towards collecting stone to meet the collaboration requirements.</p>

agent_id		context	info	summary
		<p>NOT work on place_table again.</p> <ul style="list-style-type: none">- Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.- For immediate goal: *Ready* 'collect_stone'- To satisfy the prerequisite, you made the following efforts recently towards collect_stone:- In step 54: Navigator to stone. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	### Last Experience Summary	long_term_goal: collect_diamond	This is agent 5. In Episode: 1; Timestep: 56. My

agent_id	context	info	summary
	<p>This is agent 5. In Episode: 1; Timestep: 55. My inventory contained nothing. In the past, I successfully navigated to the diamond; I failed to collect it due to lacking an iron pickaxe. On collaboration, I was waiting for Agent 4 to share the iron pickaxe. I faced the diamond because collecting it was critical to our team success. This action was in progress, as it required collaboration for the iron pickaxe. I planned to work towards collecting the diamond because it was the key objective for winning. I decided to wait as the logical step was dependent on receiving help from Agent 4.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 56 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 7, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if 	<p>current_goal: share</p> <p>op: noop</p> <p>navigate to: not_applicable</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>inventory contained nothing. In the past, I successfully navigated to a diamond; I failed to collect it due to lacking an iron pickaxe. On collaboration, I was waiting for Agent 4 to share the iron pickaxe. I faced the diamond because collecting it was critical to our team success. This action was in progress, as it required collaboration for the iron pickaxe. I planned to work towards collecting the diamond because it was the key objective for winning. I decided to wait as the logical step was dependent on receiving help from Agent 4.</p>

agent_id	context	info	summary
	<p>you do have the material in your inventory.</p> <ul style="list-style-type: none">- For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check!- To satisfy the prerequisite, you made the following efforts recently towards share:<ul style="list-style-type: none">- In step 55: noop. . <p>### Collaboration: Need Your Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!!</p> <p>You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy</p> <p>You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
16% ■ 57/350 [09:02<46:30, 9.52s/it]			

```

===== total step: 57 current s
tep: 57 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 15
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 12
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 30
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': everything i
s ready, should navigate to table;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.STONE:
'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action
do; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS

```

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

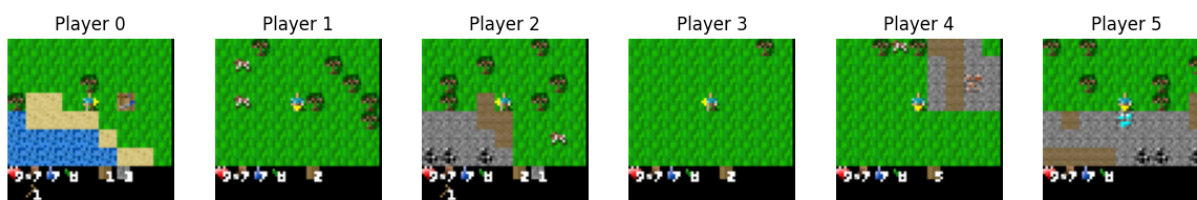
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.NO_T_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check!



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent [2]. In Episode: [1] ; Timestep: [56]. My inventory contained [2 wood, 1 wood_pickaxe]. In the past, I successfully navigated to stone; I failed to share stone with Agent 0 due to missing inventory. On collaboration, I attempted to help Agent 0 by trying to collect and share stone. I navigated and did actions to collect stone because I needed to assist Agent 0. This action was in progress as I was facing stone and had a wood pickaxe. I planned to work towards collecting stone to meet the collaboration requirements.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 57 steps into the episode. You are at loaction [13 19]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 7, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 2, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. 	<p>long_term_goal: help_agent</p> <p>current_goal: share</p> <p>op: share</p> <p>navigate to: not_applicable</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent [2]. In Episode: [1] ; Timestep: [57]. My inventory contained [2 wood, 1 wood_pickaxe, 1 stone]. In the past, I successfully gathered stone however I failed to share stone with Agent 0 previously due to execution errors. On collaboration, I correctly identified Agent 0 needing stone and shared it successfully. I shared a stone because Agent 0 required it for their tasks and I had it ready in my inventory. This action succeeded, enhancing team progression. I planned to work towards helping agents as it accelerates the team's success.</p>

agent_id		context	info	summary
		<p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.- For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;- To satisfy the prerequisite, you made the following efforts recently towards collect_stone:<ul style="list-style-type: none">- In step 56: do. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1; Timestep: 56. My inventory contained nothing. In the past, I</p>	<p>long_term_goal: collect_diamond</p> <p>current_goal: share</p>	<p>This is agent 5. In Episode: 1; Timestep: 57. My inventory contained nothing. In the past, I attempted waiting actions</p>

agent_id	context	info	summary
	<p>successfully navigated to a diamond; I failed to collect it due to lacking an iron pickaxe. On collaboration, I was waiting for Agent 4 to share the iron pickaxe. I faced the diamond because collecting it was critical to our team success. This action was in progress, as it required collaboration for the iron pickaxe. I planned to work towards collecting the diamond because it was the key objective for winning. I decided to wait as the logical step was dependent on receiving help from Agent 4.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 57 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 7, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: Goal 'share' will work if and only if you have the material in your 	<p>op: noop</p> <p>navigate to: not_applicable</p> <p>share: not_applicable</p> <p>target_agent_id: 4</p>	<p>using "noop" due to missing an iron pickaxe. I could not collect the diamond because I lacked the necessary tool. On collaboration, I was waiting for Agent 4 to share the iron pickaxe. I attempted to collect the diamond by waiting for help. This action was in progress as the tool was not in my inventory. I planned to work towards collecting the diamond because it was the priority objective to complete the game.</p>

agent_id	context	info	summary
	<p>inventory. Double check!</p> <ul style="list-style-type: none">- To satisfy the prerequisite, you made the following efforts recently towards share:- In step 55: noop. ; in In step 56: noop. . <p>### Collaboration: Need Your Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy</p> <p>You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
17% ■	58/350	[09:12<46:19,	9.52s/it]

```

===== total step: 58 current s
tep: 58 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 14
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 11
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 29
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Ready* 'make_stone_pickaxe'
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.share: 'share'>, <NavigationDestinationItems.
NOT_APPICABLE: 'not_applicable'>, <ShareableItems.STONE: 'stone'>, 0) with a
ction noop; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Goal 'share' will work if and only if you have the m
aterial in your inventory. Double check!

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_4/knowledge_graph_1.html

```

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

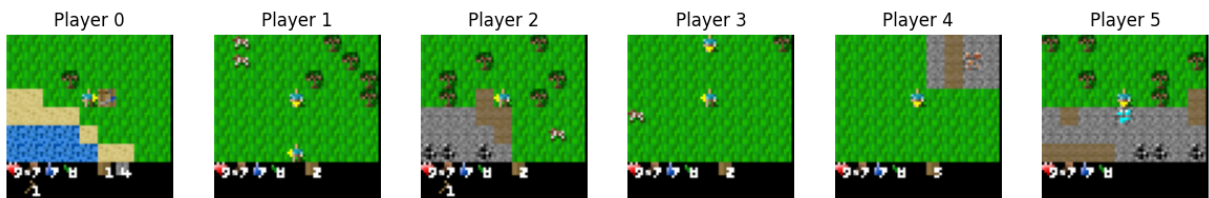
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.NO_T_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, 4) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check!



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent [2]. In Episode: [1] ; Timestep: [57]. My inventory contained [2 wood, 1 wood_pickaxe, 1 stone]. In the past, I successfully gathered stone however I failed to share stone with Agent 0 previously due to execution errors. On collaboration, I correctly identified Agent 0 needing stone and shared it successfully. I shared a stone because Agent 0 required it for their tasks and I had it ready in my inventory. This action succeeded, enhancing team progression. I planned to work towards helping agents as it accelerates the team's success.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 58 steps into the episode. You are at loaction [13 19]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 7, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with</p>	<p>long_term_goal: help_agent</p> <p>current_goal: make_wood_pickaxe</p> <p>op: Navigator</p> <p>navigate to: stone</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent [2]. In Episode: [1] ; Timestep: [58]. My inventory contained [2 wood, 1 wood_pickaxe]. In the past, I successfully shared stone with Agent 0; I failed to advance to tool crafting due to lack of stone. On collaboration, Agent 0 needed stone, and I was able to supply it. I navigated towards stone because I needed to gather more for crafting a stone pickaxe. This action succeeded since I faced available resources. I planned to work towards helping agents as needed but pivoted to resource collection when no help was required.</p>

agent_id	context	info	summary
	agent 0".		
	<p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check! - To satisfy the prerequisite, you made the following efforts recently towards share: <ul style="list-style-type: none"> - In step 57: share stone to target agent. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who</p>		

agent_id		context	info	summary
		need help. If they don't need help, you should focus on advancing your tools.		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1; Timestep: 57. My inventory contained nothing. In the past, I attempted waiting actions using "noop" due to missing an iron pickaxe. I could not collect the diamond because I lacked the necessary tool. On collaboration, I was waiting for Agent 4 to share the iron pickaxe. I attempted to collect the diamond by waiting for help. This action was in progress as the tool was not in my inventory. I planned to work towards collecting the diamond because it was the priority objective to complete the game.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 58 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 7, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "noop".</p> <p>Attempted "noop".</p> <p>Attempted "noop".</p> <p>Attempted "noop".</p>	<p>long_term_goal: collect_diamond</p> <p>current_goal: share</p> <p>op: noop</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 5. In Episode: 1; Timestep: 58. My inventory contained nothing. In the past, I attempted waiting actions using "noop" due to missing an iron pickaxe. I could not collect the diamond because I lacked the necessary tool. On collaboration, I was waiting for Agent 4 to share the iron pickaxe. I attempted to collect the diamond by waiting for help. This action was in progress as the tool was not in my inventory. I planned to work towards collecting the diamond because it was the priority objective to complete the game.</p>

agent_id	context	info	summary
	<p>Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check! - To satisfy the prerequisite, you made the following efforts recently towards share: - In step 55: noop. ; in In step 56: noop. ; in In step 57: noop. .</p> <p>### Collaboration: Need Your Help!!! While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		

```

===== total step: 59 current s
tep: 59 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 13
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 10
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 28
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_right; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Ready* 'make_stone_pickaxe'
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Wood pickaxe is already made.

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS

```

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

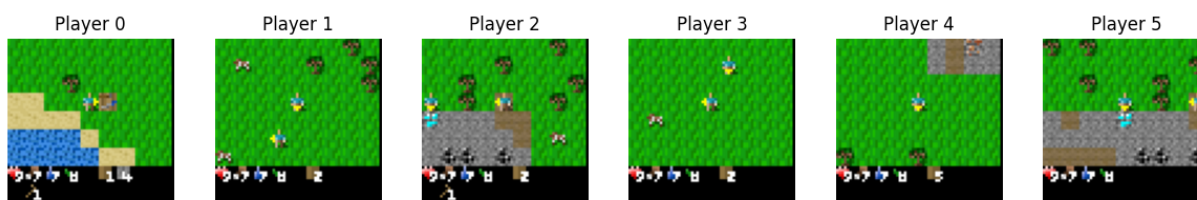
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check!



agent_id	context	info	summary
0 0	<p>### Last Experience Summary This is agent 0. In Episode: 1 ; Timestep: 41. My inventory contained 1 wood, 1 stone, and 1 wood_pickaxe. In the past, I successfully placed a table; I failed to collect additional stones previously due to insufficient 'do' actions. On collaboration, Agent 1 assisted by sharing resources. I navigated to a table because I needed to craft a stone pickaxe. This action was in progress as I prepared to craft. I planned to work towards making a stone pickaxe because it is necessary for further advancements towards collecting a diamond.</p> <p>### Current Experience - This is episode 1. It is currently 59 steps into the episode. You are at loaction [29 23]. - Facing Direction: You are facing a table. - Current Health Stats: health: 9, food: 7, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 1, stone: 4, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a table". Attempted "make_wood_pickaxe". Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a table".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be</p>	<p>long_term_goal: make_stone_pickaxe</p> <p>current_goal: make_stone_pickaxe</p> <p>op: make_stone_pickaxe</p> <p>navigate to: not_applicable</p> <p>share: stone_pickaxe</p> <p>target_agent_id: 5</p>	<p>This is agent 0. In Episode: 1 ; Timestep: 59. My inventory contained 1 wood, 4 stone, and 1 wood_pickaxe. In the past, I successfully navigated to the table; I failed to progress crafting due to insufficient prior actions. On collaboration, Agent 1 shared resources with me. I crafted a stone pickaxe because it is necessary to advance towards collecting a diamond. This action was in progress, as I had just initiated crafting. I planned to work towards making a stone pickaxe because enhancing tool quality is crucial for progress.</p>

agent_id		context	info	summary
		placed.		
		<p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Ready* 'make_stone_pickaxe' - For immediate goal: should work on long-term goal now. - To satisfy the prerequisite, you made the following efforts recently towards collect_stone: <ul style="list-style-type: none"> - In step 41: Navigator to table. . <p>### Collaboration: Need Your Help</p> <p>You are agent 0. Focus on your tasks while other agents share resources with you. Once you craft an iron_pickaxe, you should share it to agent 5</p>		
1	1	in progress	in progress	in progress
2	2	in progress	in progress	in progress
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1; Timestep: 58. My inventory contained nothing. In the past, I attempted waiting actions using "noop" due to missing an iron pickaxe. I could not collect the diamond because I lacked the necessary tool. On collaboration, I was waiting for Agent 4 to share the iron pickaxe. I attempted to collect the diamond by waiting for help. This action was in progress as the tool was not in my inventory. I planned to work towards collecting the diamond because it was the priority objective to complete the game.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 59 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 5. In Episode: 1; Timestep: 59. My inventory contained nothing. In the past, I waited by using "noop" actions due to missing an iron pickaxe. On collaboration, I was waiting for Agent 4 to share the iron pickaxe. I attempted to collect the diamond by standing by. This action was in progress as the tool was not in my inventory. I planned to work towards collecting the diamond because it was my priority objective.</p>

agent_id	context	info	summary
	<p>9, food: 7, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check! - To satisfy the prerequisite, you made the following efforts recently towards share: - In step 55: noop. ; in In step 56: noop. ; in In step 57: noop. ; in In step 58: noop. .</p> <p>### Collaboration: Need Your Help!!! While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other</p>		

agent_id	context	info	summary
	agents will share the tool with you.		
17% █	60/350	[09:34<46:17,	9.58s/it]

```

===== total step: 60 current s
tep: 60 =====
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 12
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 9
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 27
Player 0 is doing (<ActionType.make_stone_pickaxe: 'make_stone_pickaxe'>, <N
avigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.
STONE_PICKAXE: 'stone_pickaxe'>, 5) with action make_stone_pickaxe; current
status: ActionStatus.DONE
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: Stone pickaxe is already made.
  - For immediate goal: Stone pickaxe is already made.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Wood pickaxe is already made.

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_4/knowledge_graph_1.html

```

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

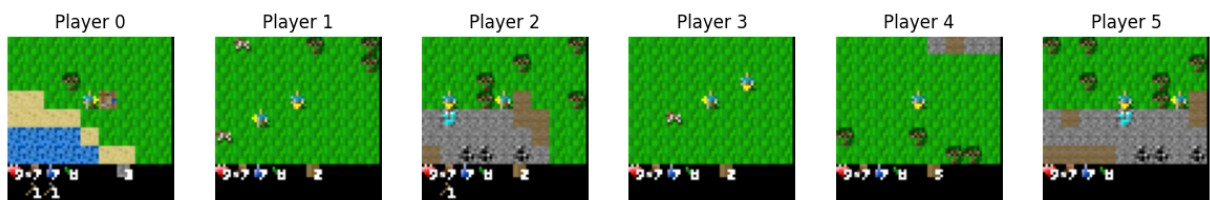
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id	context	info	summary
0 0	<p>### Last Experience Summary</p> <p>This is agent 0. In Episode: 1 ; Timestep: 59. My inventory contained 1 wood, 4 stone, and 1 wood_pickaxe. In the past, I successfully navigated to the table; I failed to progress crafting due to insufficient prior actions. On collaboration, Agent 1 shared resources with me. I crafted a stone pickaxe because it is necessary to advance towards collecting a diamond. This action was in progress, as I had just initiated crafting. I planned to work towards making a stone pickaxe because enhancing tool quality is crucial for progress.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 60 steps into the episode. You are at loaction [29 23]. - Facing Direction: You are facing a table. - Current Health Stats: health: 9, food: 7, drink: 7, energy: 8. - Current Inventory: sapling: 0, wood: 0, stone: 3, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 1, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "do". Attempted "navigate to a table". Attempted "make_wood_pickaxe". Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a table". Attempted "make_stone_pickaxe".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be 	<p>long_term_goal: make_iron_pickaxe</p> <p>current_goal: make_iron_pickaxe</p> <p>op: Navigator</p> <p>navigate to: iron</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 0. In Episode: 1 ; Timestep: 60. My inventory contained stone, wood_pickaxe, and stone_pickaxe. In the past, I successfully navigated to the table and crafted tools; I failed to make an iron_pickaxe due to missing materials. On collaboration, Agent 1 shared resources with me. I crafted a stone pickaxe because it is necessary to advance towards collecting a diamond. This action was in progress because it does not exist in my inventory. I planned to work towards making an iron_pickaxe because enhancing tool quality is crucial for progress.</p>

agent_id		context	info	summary
		placed.		
		<p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Stone pickaxe is already made. - For immediate goal: Stone pickaxe is already made. - To satisfy the prerequisite, you made the following efforts recently towards make_stone_pickaxe: - In step 59: make_stone_pickaxe. . <p>### Collaboration: Need Your Help</p> <p>You are agent 0. Focus on your tasks while other agents share resources with you. Once you craft an iron_pickaxe, you should share it to agent 5</p>		
1	1	in progress	in progress	in progress
2	2	in progress	in progress	in progress
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1; Timestep: 59. My inventory contained nothing. In the past, I waited by using "noop" actions due to missing an iron pickaxe. On collaboration, I was waiting for Agent 4 to share the iron pickaxe. I attempted to collect the diamond by standing by. This action was in progress as the tool was not in my inventory. I planned to work towards collecting the diamond because it was my priority objective.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 60 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 7, drink: 7, energy: 8. - Current Inventory: sapling: 0, 	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 5. In Episode: 1; Timestep: 60. My inventory contained nothing. In the past, I waited by using 'noop' actions due to missing an iron pickaxe. On collaboration, I was waiting for Agent 4 to share the iron pickaxe. I attempted to collect the diamond by standing by. This action was in progress as the tool was not in my inventory. I planned to work towards collecting the diamond because it was my priority objective. I continued to wait while facing the diamond. The action to collect the diamond was in progress, but I was unable to proceed further without the necessary tool. I planned to wait for the tool because it was essential</p>

agent_id	context	info	summary
	<p>wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - To satisfy the prerequisite, you made the following efforts recently towards collect_diamond: - In step 59: noop. .</p> <p>### Collaboration: Need Your Help!!! While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		for completing the objective.

```

===== total step: 61 current s
tep: 61 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 34
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 11
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 8
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 26
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Wood pickaxe is already made.

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati

```

onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_down; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary This is agent [2]. In Episode: [1] ; Timestep: [58]. My inventory contained [2 wood, 1 wood_pickaxe]. In the past, I successfully shared stone with Agent 0; I failed to advance to tool crafting due to lack of stone. On collaboration, Agent 0 needed stone, and I was able to supply it. I navigated towards stone because I needed to gather more for crafting a stone pickaxe. This action succeeded since I faced available resources. I planned to work towards helping agents as needed but pivoted to resource collection when no help was required.</p> <p>### Current Experience - This is episode 1. It is currently 61 steps into the episode. You are at loaction [11 19]. - Facing Direction: You are facing a stone. - Current Health Stats: health: 9, food: 7, drink: 7, energy: 7. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: do</p> <p>navigate to: stone</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent [2]. In Episode: [1] ; Timestep: [61]. My inventory contained [2 wood, 1 wood_pickaxe]. In the past, I successfully navigated to stone; I failed to share resources effectively due to lack of materials. On collaboration, I focused on advancing my tools while ensuring readiness to help others. I navigated to stone and collected it because it was necessary for crafting a stone pickaxe and helping other agents. This action was in progress, as stone collection started. I planned to work towards helping the agents as needed, focusing on tool advancement when no urgent help was required. Next, I needed to continue gathering resources and crafting tools to remain prepared for collaboration opportunities.</p>

agent_id		context	info	summary
		<p>NOT work on place_table again.</p> <ul style="list-style-type: none">- Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.- For immediate goal: Wood pickaxe is already made.- To satisfy the prerequisite, you made the following efforts recently towards make_wood_pickaxe:- In step 58: Navigator to stone. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	### Last Experience Summary	long_term_goal: collect_diamond	This is agent 5. In Episode: 1; Timestep: 61. My

agent_id	context	info	summary
	<p>This is agent 5. In Episode: 1; Timestep: 60. My inventory contained nothing. In the past, I waited by using 'noop' actions due to missing an iron pickaxe. On collaboration, I was waiting for Agent 4 to share the iron pickaxe. I attempted to collect the diamond by standing by. This action was in progress as the tool was not in my inventory. I planned to work towards collecting the diamond because it was my priority objective. I continued to wait while facing the diamond. The action to collect the diamond was in progress, but I was unable to proceed further without the necessary tool. I planned to wait for the tool because it was essential for completing the objective.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 61 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 7, drink: 7, energy: 7. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot 	<p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: 4</p>	<p>inventory contained nothing. In the past, I awaited an iron pickaxe, as it was required to collect the diamond, my ultimate goal. On collaboration, I relied on receiving help from Agent 4. I waited by using 'noop' actions because I needed the iron pickaxe to proceed. This action was in progress, as the tool was not yet shared with me. I planned to work towards collecting the diamond because it was my top-priority objective. I stayed near the diamond, preparing to collect it once I received the required tool.</p>

agent_id	context	info	summary
	<p>complete* 'collect_diamond': Missing 1 iron_pickaxe; - For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - To satisfy the prerequisite, you made the following efforts recently towards collect_diamond: - In step 59: noop. ; in In step 60: noop. .</p> <p>### Collaboration: Need Your Help!!! While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
18% ■ 62/350 [09:58<46:18, 9.65s/it]			

```

===== total step: 62 current s
tep: 62 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 33
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 10
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 7
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 25
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.STONE:
'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action
do; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,

```

-1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

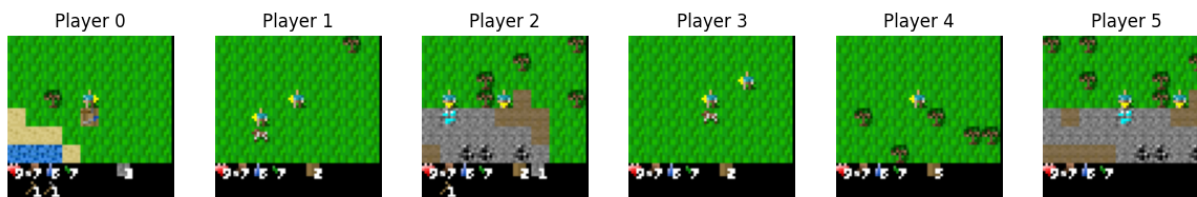
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, 4) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent [2]. In Episode: [1] ; Timestep: [61]. My inventory contained [2 wood, 1 wood_pickaxe]. In the past, I successfully navigated to stone; I failed to share resources effectively due to lack of materials. On collaboration, I focused on advancing my tools while ensuring readiness to help others. I navigated to stone and collected it because it was necessary for crafting a stone pickaxe and helping other agents. This action was in progress, as stone collection started. I planned to work towards helping the agents as needed, focusing on tool advancement when no urgent help was required. , I needed to continue gathering resources and crafting tools to remain prepared for collaboration opportunities.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 62 steps into the episode. You are at loaction [11 19]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 2, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate</p>	<p>long_term_goal: This is agent [2]. In Episode: [1] ; Timestep: [62]. My inventory contained [2 wood, 1 stone, 1 wood_pickaxe]. In the past, I successfully navigated to stone; I failed to share resources effectively due to lack of materials initially. On collaboration, I focused on advancing my tools while ensuring readiness to help others. I shared a stone with Agent 0 because they required it for their progress. This action succeeded because it was in my inventory. I planned to work towards helping the agents as needed, focusing on tool advancement when no urgent help was required. Moving forward, I need to continue gathering resources and crafting tools to remain prepared for collaboration opportunities.</p> <p>help_agent</p> <p>current_goal: share</p> <p>op: share</p> <p>navigate to: not_applicable</p> <p>share: stone</p> <p>target_agent_id: 0</p>	

agent_id	context	info	summary
	<p>to a stone". Attempted "do".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone; - To satisfy the prerequiste, you made the following efforts recently towards collect_stone: - In step 61: do. .</p> <p>### Collaboration: Need Your Help!!! Agent 0 is completing its task. You should focus on advancing your tools. Agent 1 is completing the task.</p> <p>### Collaboration Policy You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		

agent_id		context	info	summary
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	<p>### Last Experience Summary This is agent 5. In Episode: 1; Timestep: 61. My inventory contained nothing. In the past, I awaited an iron pickaxe, as it was required to collect the diamond, my ultimate goal. On collaboration, I relied on receiving help from Agent 4. I waited by using 'noop' actions because I needed the iron pickaxe to proceed. This action was in progress, as the tool was not yet shared with me. I planned to work towards collecting the diamond because it was my top-priority objective. I stayed near the diamond, preparing to collect it once I received the required tool.</p> <p>### Current Experience - This is episode 1. It is currently 62 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be</p>	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 5. In Episode: 1; Timestep: 62. My inventory contained nothing. In the past, I waited for an iron pickaxe to collect the diamond. On collaboration, I relied on Agent 4 to share the iron pickaxe. I faced the diamond because I was ready to collect it as soon as I got the tool. This action was in progress since the tool wasn't shared with me yet. I planned to work towards collecting the diamond because it was urgent.</p>

agent_id	context	info	summary
	<p>placed.</p> <p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;- To satisfy the prerequisite, you made the following efforts recently towards collect_diamond:- In step 59: noop. ; in In step 60: noop. ; in In step 61: noop. . <p>### Collaboration: Need Your Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy</p> <p>You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
18% ■ 63/350 [10:13<46:33, 9.73s/it]			

```

===== total step: 63 current s
tep: 63 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 32
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 9
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 6
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 24
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.share: 'share'>, <NavigationDestinationItems.
NOT_APPICABLE: 'not_applicable'>, <ShareableItems.STONE: 'stone'>, 0) with a
ction noop; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Goal 'share' will work if and only if you have the m
aterial in your inventory. Double check!

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,

```

-1) with action move_down; current status: `ActionStatus.IN_PROGRESS`

Knowledge graph saved to `results/agent_4/knowledge_graph_1.html`

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

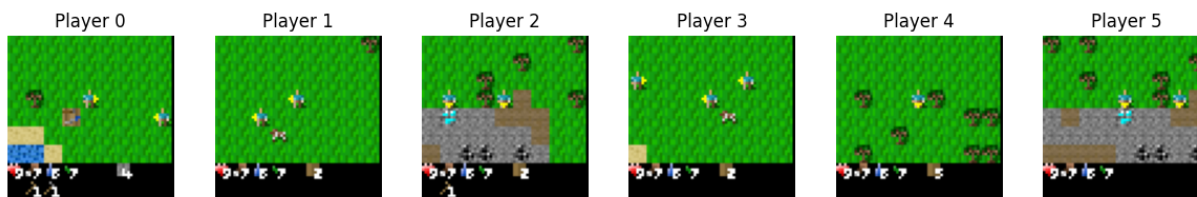
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: `ActionStatus.DONE`

Knowledge graph saved to `results/agent_5/knowledge_graph_1.html`

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent [2]. In Episode: [1] ; Timestep: [62]. My inventory contained [2 wood, 1 stone, 1 wood_pickaxe]. In the past, I successfully navigated to stone; I failed to share resources effectively due to lack of materials initially. On collaboration, I focused on advancing my tools while ensuring readiness to help others. I shared a stone with Agent 0 because they required it for their progress. This action succeeded because it was in my inventory. I planned to work towards helping the agents as needed, focusing on tool advancement when no urgent help was required. Moving forward, I need to continue gathering resources and crafting tools to remain prepared for collaboration opportunities.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 63 steps into the episode. You are at loaction [11 19]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: stone</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent [2]. In Episode: [1] ; Timestep: [63]. My inventory contained [2 wood, 1 wood_pickaxe]. In the past, I successfully focused on gathering resources; I failed to share stone with Agent 0 due to insufficient materials. On collaboration, I aimed to gather resources proactively. I navigated to stone because I needed to collect it for tool crafting and sharing. This action was in progress. I planned to work towards helping agents by collecting necessary materials.</p>

agent_id		context	info	summary
		<p>work on place_table again.</p> <ul style="list-style-type: none">- Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.- For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check!- To satisfy the prerequisite, you made the following efforts recently towards share:<ul style="list-style-type: none">- In step 62: share stone to target agent. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools. Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	### Last Experience Summary	long_term_goal: collect_diamond	This is agent 5. In Episode: 1; Timestep:

agent_id	context	info	summary
	<p>This is agent 5. In Episode: 1; Timestep: 62. My inventory contained nothing. In the past, I waited for an iron pickaxe to collect the diamond. On collaboration, I relied on Agent 4 to share the iron pickaxe. I faced the diamond because I was ready to collect it as soon as I got the tool. This action was in progress since the tool wasn't shared with me yet. I planned to work towards collecting the diamond because it was urgent.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 63 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - To satisfy the prerequisite, you made the following efforts recently towards collect_diamond: <ul style="list-style-type: none"> - In step 59: noop. ; in In step 60: noop. ; in In step 61: noop. ; in In step 62: noop. . 	<p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>63. My inventory contained nothing. In the past, I waited for an iron pickaxe to collect the diamond. On collaboration, I relied on Agent 4 to share the iron pickaxe. I faced the diamond because I was ready to collect it as soon as I got the tool. This action was in progress since the tool wasn't shared with me yet. I planned to work towards collecting the diamond because it was urgent.</p>

agent_id	context	info	summary
	<p>### Collaboration: Need Your Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy</p> <p>You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
18% ■	64/350	[10:22<46:23,	9.73s/it]

```

===== total step: 64 current s
tep: 64 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 31
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 8
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 5
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 23
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

```

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_down; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

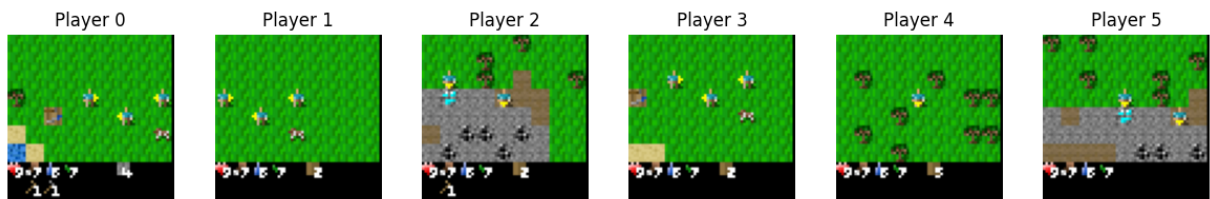
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	in progress	in progress	in progress
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1; Timestep: 63. My inventory contained nothing. In the past, I waited for an iron pickaxe to collect the diamond. On collaboration, I relied on Agent 4 to share the iron pickaxe. I faced the diamond because I was ready to collect it as soon as I got the tool. This action was in progress since the tool wasn't shared with me yet. I planned to work towards collecting the diamond because it was urgent.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 64 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; 	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 5. In Episode: 1; Timestep: 64. My inventory contained nothing. In the past, I waited for an iron pickaxe to collect the diamond, performing noop actions repeatedly. On collaboration, I relied on Agent 4 to share the iron pickaxe. I waited facing the diamond because I was prepared to collect it as soon as I received the tool. This action was in progress as the tool wasn't shared with me yet. I planned to work towards collecting the diamond because it was urgent.</p>

agent_id	context	info	summary
	<p>- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - To satisfy the prerequisite, you made the following efforts recently towards collect_diamond: - In step 59: noop. ; in In step 60: noop. ; in In step 61: noop. ; in In step 62: noop. ; in In step 63: noop. .</p> <p>### Collaboration: Need Your Help!!! While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
19% █ 65/350 [10:37<46:33, 9.80s/it]			

```

===== total step: 65 current s
tep: 65 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 30
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 7
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 4
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 22
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_down; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

```

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_down; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

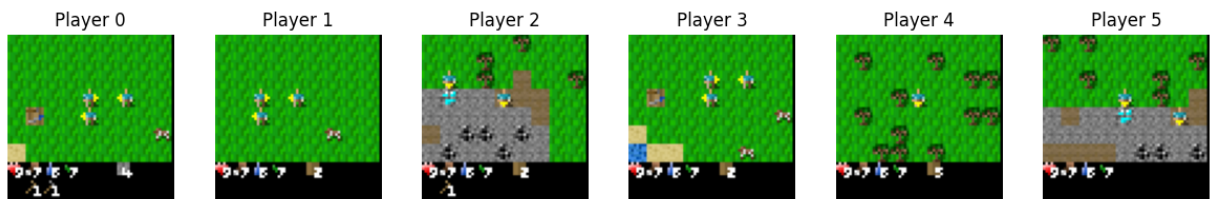
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent [2]. In Episode: [1] ; Timestep: [63]. My inventory contained [2 wood, 1 wood_pickaxe]. In the past, I successfully focused on gathering resources; I failed to share stone with Agent 0 due to insufficient materials. On collaboration, I aimed to gather resources proactively. I navigated to stone because I needed to collect it for tool crafting and sharing. This action was in progress. I planned to work towards helping agents by collecting necessary materials.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 65 steps into the episode. You are at loaction [11 20]. - Facing Direction: You are facing a stone. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: do</p> <p>navigate to: not_applicable</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent [2]. In Episode: [1] ; Timestep: [65]. My inventory contained [2 wood, 1 wood_pickaxe]. In the past, I successfully collected wood; I failed to share stone with Agent 0 due to insufficient materials. On collaboration, I focused on collecting stone to help Agent 0. I navigated to stone and attempted to collect it because Agent 0 needed stone. This action was in progress because collecting takes multiple attempts. I planned to work towards 'help_agent' because sharing stone with Agent 0 is necessary.</p>

agent_id		context	info	summary
		placed.		
		### Prerequisites Check: - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree; - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: - In step 63: Navigator to stone. .		
		### Collaboration: Need Your Help!!! Agent 0 is completing its task. You should focus on advancing your tools. Agent 1 is completing the task.		
		### Collaboration Policy You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	### Last Experience Summary	long_term_goal: collect_diamond	This is agent 5. In Episode: 1; Timestep: 65. My

agent_id	context	info	summary
	<p>This is agent 5. In Episode: 1; Timestep: 64. My inventory contained nothing. In the past, I waited for an iron pickaxe to collect the diamond, performing noop actions repeatedly. On collaboration, I relied on Agent 4 to share the iron pickaxe.</p> <p>I waited facing the diamond because I was prepared to collect it as soon as I received the tool. This action was in progress as the tool wasn't shared with me yet. I planned to work towards collecting the diamond because it was urgent.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 65 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - For immediate goal: 	<p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>inventory contained nothing. In the past, I attempted to wait for an iron pickaxe, performing noop actions repeatedly. On collaboration, I relied on Agent 4 to share the iron pickaxe. I waited facing the diamond because I was prepared to collect it as soon as I received the tool. This action was in progress as the tool wasn't shared with me yet. I planned to work towards collecting the diamond because it was urgent.</p>

agent_id	context	info	summary
	<p>*Cannot complete*</p> <p>'collect_diamond': Missing 1 iron_pickaxe;</p> <p>- To satisfy the prerequisite, you made the following efforts recently towards collect_diamond:</p> <p>- In step 59: noop. ; in In step 60: noop. ; in In step 61: noop. ; in In step 62: noop. ; in In step 63: noop. ; in In step 64: noop. .</p> <p>### Collaboration: Need Your Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy</p> <p>You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
19% █ 66/350 [10:48<46:30, 9.83s/it]			

```

===== total step: 66 current s
tep: 66 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 29
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 8
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 21
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.NOT_AP
PICABLE: 'not_applicable'>, <ShareableItems.STONE: 'stone'>, 0) with action
do; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_wood_pickaxe': everything is
ready, should navigate to table;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,

```

-1) with action move_down; current status: `ActionStatus.IN_PROGRESS`

Knowledge graph saved to `results/agent_4/knowledge_graph_1.html`

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

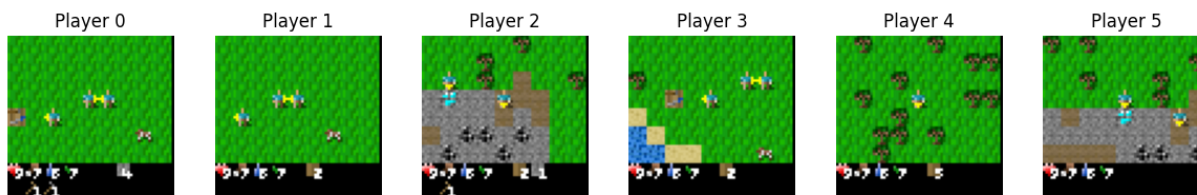
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: `ActionStatus.DONE`

Knowledge graph saved to `results/agent_5/knowledge_graph_1.html`

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent [2]. In Episode: [1] ; Timestep: [65]. My inventory contained [2 wood, 1 wood_pickaxe]. In the past, I successfully collected wood; I failed to share stone with Agent 0 due to insufficient materials. On collaboration, I focused on collecting stone to help Agent 0. I navigated to stone and attempted to collect it because Agent 0 needed stone. This action was in progress because collecting takes multiple attempts. I planned to work towards 'help_agent' because sharing stone with Agent 0 is necessary.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 66 steps into the episode. You are at loaction [11 20]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 2, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. 	<p>long_term_goal: help_agent</p> <p>current_goal: share</p> <p>op: share</p> <p>navigate to: not_applicable</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent [2]. In Episode: [1] ; Timestep: [66]. My inventory contained [2 wood, 1 stone, 1 wood_pickaxe]. In the past, I successfully collected wood and stone; I failed to share stone with Agent 0 due to timing. On collaboration, Agent 0 needed stone, so I focused on collecting and sharing it. I shared stone with Agent 0 because they required it for their task. This action succeeded. I planned to work towards 'help_agent' because sharing stone with Agent 0 is necessary by the collaboration policy.</p>

agent_id		context	info	summary
		<p>- Furnace: still needs to be placed.</p> <p>### Prerequisites Check:</p> <p>- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.</p> <p>- For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;</p> <p>- To satisfy the prerequisite, you made the following efforts recently towards collect_stone:</p> <p>- In step 65: do. .</p> <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1;</p>	<p>long_term_goal: collect_diamond</p>	<p>This is agent 5. In Episode: 1; Timestep: 66. My inventory contained no</p>

agent_id	context	info	summary
	<p>Timestep: 65. My inventory contained nothing. In the past, I attempted to wait for an iron pickaxe, performing noop actions repeatedly. On collaboration, I relied on Agent 4 to share the iron pickaxe. I waited facing the diamond because I was prepared to collect it as soon as I received the tool. This action was in progress as the tool wasn't shared with me yet. I planned to work towards collecting the diamond because it was urgent.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 66 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - To satisfy the prerequisite, 	<p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>items. In the past, I repeatedly attempted noop actions while waiting for an iron pickaxe from Agent 4. This was because I planned to collect a diamond as soon as the tool was shared. The action was still in progress because I hadn't received the iron pickaxe yet. On collaboration, I relied on Agent 4 to share the required tool. I intended to collect the diamond as soon as possible, being my primary mission.</p>

agent_id	context	info	summary
	<p>you made the following efforts recently towards collect_diamond:</p> <ul style="list-style-type: none">- In step 59: noop. ; in In step 60: noop. ; in In step 61: noop. ; in In step 62: noop. ; in In step 63: noop. ; in In step 64: noop. ; in In step 65: noop. . <p>### Collaboration: Need Your Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!!</p> <p>You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy</p> <p>You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
19% █ 67/350 [10:56<46:14, 9.80s/it]			

```

===== total step: 67 current s
tep: 67 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 28
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 8
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 20
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.share: 'share'>, <NavigationDestinationItems.
NOT_APPICABLE: 'not_applicable'>, <ShareableItems.STONE: 'stone'>, 0) with a
ction noop; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Goal 'share' will work if and only if you have the m
aterial in your inventory. Double check!

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Ready* 'make_wood_pickaxe'

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS

```

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

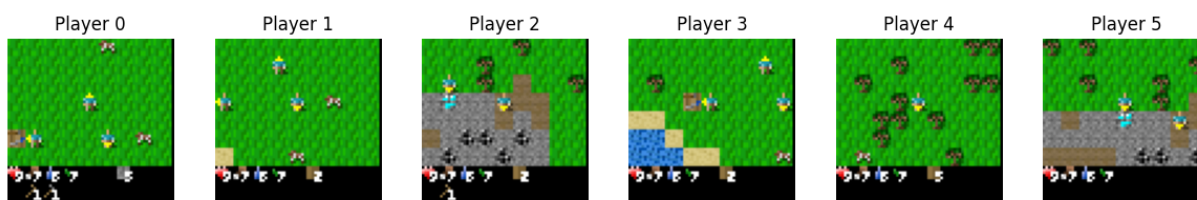
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent [2]. In Episode: [1] ; Timestep: [66]. My inventory contained [2 wood, 1 stone, 1 wood_pickaxe]. In the past, I successfully collected wood and stone; I failed to share stone with Agent 0 due to timing. On collaboration, Agent 0 needed stone, so I focused on collecting and sharing it. I shared stone with Agent 0 because they required it for their task. This action succeeded. I planned to work towards 'help_agent' because sharing stone with Agent 0 is necessary by the collaboration policy.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 67 steps into the episode. You are at loaction [11 20]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0".</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: Navigator</p> <p>navigate to: stone</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent [2]. In Episode: [1] ; Timestep: [67]. My inventory contained [2 wood, 1 wood_pickaxe]. In the past, I attempted to share stone with agent 0 but failed due to lack of stone; I successfully collected wood earlier. On collaboration, I attempted to assist agent 0, but could not due to inventory limitations. I navigated to a stone because it was necessary for sharing with agent 0 according to the collaboration policy. This action succeeded as navigating brought me closer to the stone. I planned to work towards collecting tools to ultimately help agents because advancing my tools would aid in meeting the collaboration policy.</p>

agent_id	context	info	summary
	<p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check! - To satisfy the prerequisite, you made the following efforts recently towards share: <ul style="list-style-type: none"> - In step 66: share stone to target agent. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need</p>		

agent_id		context	info	summary
		help, you should focus on advancing your tools.		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1; Timestep: 66. My inventory contained no items. In the past, I repeatedly attempted noop actions while waiting for an iron pickaxe from Agent 4. This was because I planned to collect a diamond as soon as the tool was shared. The action was still in progress because I hadn't received the iron pickaxe yet. On collaboration, I relied on Agent 4 to share the required tool. I intended to collect the diamond as soon as possible, being my primary mission.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 67 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do 	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 5. In Episode: 1; Timestep: 67. My inventory contained no items. In the past, I repeatedly attempted noop actions awaiting an iron pickaxe from Agent 4. On collaboration, I depended on Agent 4 to share the required tool. I navigated to a diamond location to ensure readiness for collection once I receive the tool. This action was in progress because the iron pickaxe was not yet shared with me. I planned to work towards collecting the diamond once the tool was available.</p>

agent_id	context	info	summary
	<p>NOT work on place_table again.</p> <ul style="list-style-type: none">- Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;- To satisfy the prerequisite, you made the following efforts recently towards collect_diamond:<ul style="list-style-type: none">- In step 59: noop. ; in In step 60: noop. ; in In step 61: noop. ; in In step 62: noop. ; in In step 63: noop. ; in In step 64: noop. ; in In step 65: noop. ; in In step 66: noop. . <p>### Collaboration: Need Your Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy</p> <p>You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
19% █ 68/350 [11:09<46:15, 9.84s/it]			

```

===== total step: 68 current s
tep: 68 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 27
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 7
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 19
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Ready* 'collect_stone'

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Ready* 'make_wood_pickaxe'

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,

```

-1) with action move_down; current status: `ActionStatus.IN_PROGRESS`

Knowledge graph saved to `results/agent_4/knowledge_graph_1.html`

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

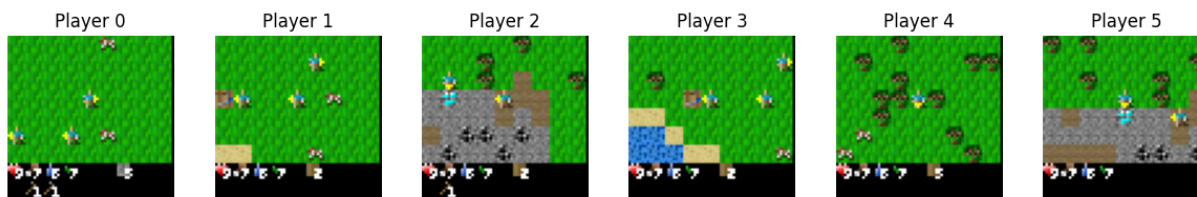
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: `ActionStatus.DONE`

Knowledge graph saved to `results/agent_5/knowledge_graph_1.html`

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent [2]. In Episode: [1] ; Timestep: [67]. My inventory contained [2 wood, 1 wood_pickaxe]. In the past, I attempted to share stone with agent 0 but failed due to lack of stone; I successfully collected wood earlier. On collaboration, I attempted to assist agent 0, but could not due to inventory limitations. I navigated to a stone because it was necessary for sharing with agent 0 according to the collaboration policy. This action succeeded as navigating brought me closer to the stone. I planned to work towards collecting tools to ultimately help agents because advancing my tools would aid in meeting the collaboration policy.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 68 steps into the episode. You are at loaction [11 20]. - Facing Direction: You are facing a stone. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "navigate to a stone". Attempted "do".</p> <p>Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do".</p> <p>Attempted "share stone with agent 0". Attempted "navigate to a stone".</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: do</p> <p>navigate to: stone</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent [2]. In Episode: [1] ; Timestep: [68]. My inventory contained [2 wood, 1 wood_pickaxe]. In the past, I successfully navigated to a stone; I failed to collect and share stone with agent 0. On collaboration, I was unable to assist due to lack of stone. I navigated to stone because fulfilling the resource-sharing need was necessary. This action succeeded as I positioned myself correctly. I planned to work towards helping agents by collecting and sharing resources, because assisting agent 0 is essential according to the collaboration policy.</p>

agent_id	context	info	summary
	<p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none">- Table: placed alerady; Do NOT work on place_table again.- Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.- For immediate goal: *Ready* 'collect_stone'- To satisfy the prerequisite, you made the following efforts recently towards collect_stone:<ul style="list-style-type: none">- In step 67: Navigator to stone. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3 3	### Last Experience Summary	long_term_goal: help_agent	This is agent 3. In Episode: 1 ; Timestep:

agent_id	context	info	summary
	<p>This is agent 3. In Episode: 1 ; Timestep: 44. My inventory contained nothing useful for current tasks. In the past, I successfully shared wood with Agent 0; I failed to collect stone due to the lack of a wood pickaxe. On collaboration, Agent 0 needed stone for crafting, but I could not provide it yet. I navigated to a stone, intending to collect it, but failed due to lacking a pickaxe. This action failed because of this missing tool. I planned to work towards crafting a wood pickaxe to enable collecting stone for Agent 0, recognizing my need to assist his task completion. I planned to navigate to a table to enable crafting the necessary pickaxe.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 68 steps into the episode. You are at loaction [31 23]. - Facing Direction: You are facing a table. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "share wood with agent 0". Attempted "navigate to a tree". Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a table".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. 	<p>current_goal: make_wood_pickaxe</p> <p>op: make_wood_pickaxe</p> <p>navigate to: not_applicable</p> <p>share: stone_pickaxe</p> <p>target_agent_id: 2</p>	<p>68. My inventory contained wood (2). In the past, I successfully shared wood with Agent 0; I failed to collect stone due to the lack of a wood pickaxe. On collaboration, I recognized the need to help Agent 2 collect stone by crafting a pickaxe. I crafted a wood pickaxe because I needed it to collect stone to help others. This action succeeded, satisfying prerequisites. I planned to work towards crafting a stone pickaxe because Agent 2 needed it to collect stones.</p>

agent_id	context	info	summary
	<p>- Furnace: still needs to be placed.</p> <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Ready* 'make_wood_pickaxe' - To satisfy the prerequisite, you made the following efforts recently towards make_wood_pickaxe: <ul style="list-style-type: none"> - In step 44: Navigator to table. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 2 is working on 'collect_stone'</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>### Collaboration Policy</p> <p>You are agent 3. Your ultimate goal is help_agent 0 and help_agent 2. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need</p>		

agent_id		context	info	summary
		help. If they don't need help, you should focus on advancing your tools.		
4	4	in progress	in progress	in progress
5	5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1; Timestep: 67. My inventory contained no items. In the past, I repeatedly attempted noop actions awaiting an iron pickaxe from Agent 4. On collaboration, I depended on Agent 4 to share the required tool. I navigated to a diamond location to ensure readiness for collection once I receive the tool. This action was in progress because the iron pickaxe was not yet shared with me. I planned to work towards collecting the diamond once the tool was available.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 68 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be 	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: not_applicable</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 5. In Episode: 1; Timestep: 68. My inventory contained no items. In the past, I successfully navigated to the diamond location; I failed to collect diamond without an iron_pickaxe. On collaboration, I was waiting for Agent 4 to share an iron pickaxe with me. I waited at the diamond location because I needed the pickaxe to proceed. This action was in progress because the tool was not yet shared with me. I planned to work towards collecting the diamond because it is our team's ultimate goal.</p>

agent_id	context	info	summary
	<p>placed.</p> <p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;- To satisfy the prerequisite, you made the following efforts recently towards collect_diamond:<ul style="list-style-type: none">- In step 59: noop. ; in In step 60: noop. ; in In step 61: noop. ; in In step 62: noop. ; in In step 63: noop. ; in In step 64: noop. ; in In step 65: noop. ; in In step 66: noop. ; in In step 67: noop. . <p>### Collaboration: Need Your Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy</p> <p>You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
20% ■ 69/350 [11:28<46:43, 9.98s/it]			

```

===== total step: 69 current s
tep: 69 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 26
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 6
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 18
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.STONE:
'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action do; current statu
s: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.make_wood_pickaxe: 'make_wood_pickaxe'>, <Nav
igationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.ST
ONE_PICKAXE: 'stone_pickaxe'>, 2) with action make_wood_pickaxe; current sta
tus: ActionStatus.DONE
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Wood pickaxe is already made.

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_4/knowledge_graph_1.html

```

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

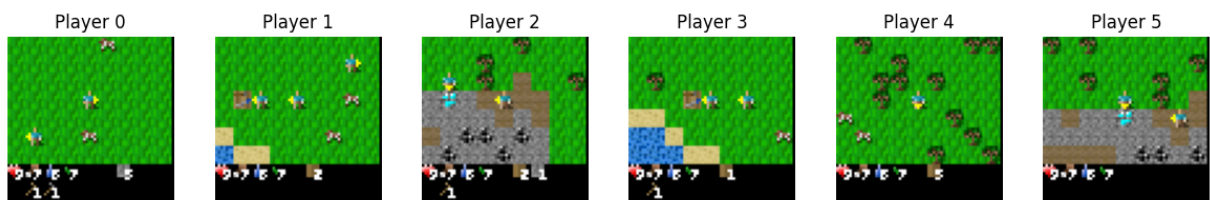
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.NO_T_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent [2]. In Episode: [1] ; Timestep: [68]. My inventory contained [2 wood, 1 wood_pickaxe]. In the past, I successfully navigated to a stone; I failed to collect and share stone with agent 0. On collaboration, I was unable to assist due to lack of stone. I navigated to stone because fulfilling the resource-sharing need was necessary. This action succeeded as I positioned myself correctly. I planned to work towards helping agents by collecting and sharing resources, because assisting agent 0 is essential according to the collaboration policy.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 69 steps into the episode. You are at loaction [11 20]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 2, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table 	<p>long_term_goal: help_agent</p> <p>current_goal: share</p> <p>op: share</p> <p>navigate to: not_applicable</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent [2]. In Episode: [1] ; Timestep: [69]. My inventory contained [wood: 2, stone: 1, wood_pickaxe: 1]. In the past, I successfully navigated to stone; I attempted to share stone with agent 0. On collaboration, I prioritized helping Agent 0, which I am now positioned to do. I shared a stone because agent 0 needed it to complete their task. This action succeeded as I had stone in my inventory. I planned to work towards helping agents because collaboration is emphasized in our strategy.</p>

agent_id	context	info	summary
	<p>again.</p> <ul style="list-style-type: none">- Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.- For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;- To satisfy the prerequisite, you made the following efforts recently towards collect_stone:- In step 68: do. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3 3	<p>### Last Experience Summary</p> <p>This is agent 3. In Episode: 1 ; Timestep: 68. My inventory contained wood (2). In the past, I successfully shared</p>	<p>long_term_goal: make_stone_pickaxe</p> <p>current_goal: collect_stone</p>	<p>This is agent 3. In Episode: 1 ; Timestep: 69. My inventory contained wood (1), wood_pickaxe (1). In the past, I successfully</p>

agent_id	context	info	summary
	<p>wood with Agent 0; I failed to collect stone due to the lack of a wood pickaxe. On collaboration, I recognized the need to help Agent 2 collect stone by crafting a pickaxe. I crafted a wood pickaxe because I needed it to collect stone to help others. This action succeeded, satisfying prerequisites. I planned to work towards crafting a stone pickaxe because Agent 2 needed it to collect stones.</p> <p>### Current Experience</p> <ul style="list-style-type: none">- This is episode 1. It is currently 69 steps into the episode. You are at loaction [31 23].- Facing Direction: You are facing a table.- Current Health Stats: health: 9, food: 7, drink: 6, energy: 7.- Current Inventory: sapling: 0, wood: 1, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "do". Attempted "share wood with agent 0". Attempted "navigate to a tree". Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a table". Attempted "make_wood_pickaxe".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none">- Table: placed alerady; Do NOT work on place_table again.- Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.- For immediate goal: Wood	<p>op: Navigator</p> <p>navigate to: stone</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>crafted a wood pickaxe; I failed to support Agent 2 effectively due to lack of resources. On collaboration, I noticed that Agents 0 and 2 did not need immediate help, so I focused on advancing my tools by planning to collect stone for a stone pickaxe. I navigated to find stone to support my tool progression, crucial for assisting other agents efficiently in the future.</p>

agent_id	context	info	summary
	<p>pickaxe is already made.</p> <ul style="list-style-type: none"> - To satisfy the prerequisite, you made the following efforts recently towards make_wood_pickaxe: - In step 68: make_wood_pickaxe. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 2 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 3. Your ultimate goal is help_agent 0 and help_agent 2. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
4 4	in progress	in progress	in progress
5 5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1; Timestep: 68. My inventory contained no items. In the past, I successfully navigated to the diamond location; I failed to collect diamond without an iron_pickaxe. On collaboration, I was waiting for Agent 4 to share an iron pickaxe with me. I waited at the diamond location because I needed the pickaxe to proceed. This action was in</p>	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: not_applicable</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 5. In Episode: 1; Timestep: 69. My inventory contained nothing. In the past, I successfully navigated to the diamond location; I failed to collect the diamond without an iron_pickaxe. On collaboration, I was helped by Agent 4 who was supposed to share an iron pickaxe with me. I patiently waited</p>

agent_id	context	info	summary
	<p>progress because the tool was not yet shared with me. I planned to work towards collecting the diamond because it is our team's ultimate goal.</p> <p>### Current Experience</p> <ul style="list-style-type: none">- This is episode 1. It is currently 69 steps into the episode. You are at loaction [8 19].- Facing Direction: You are facing a diamond.- Current Health Stats: health: 9, food: 7, drink: 6, energy: 7.- Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none">- Table: placed alerady; Do NOT work on place_table again.- Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;- To satisfy the prerequisite, you made the following efforts recently towards collect_diamond:<ul style="list-style-type: none">- In step 59: noop. ; in In step 60: noop. ; in In step 61: noop. ; in In step 62: noop. ; in In step 63: noop. ; in In step 64: noop. ; in In step 65: noop. ; in In step 66: noop. ; in In step 67: noop. ; in In step 68: noop. .		<p>facing the diamond because the needed tool wasn't shared yet. This action was necessary to fulfill our team goal of collecting the diamond. I planned to work toward collecting the diamond because it is imperative to the team's win strategy.</p>

agent_id	context	info	summary
	<p>### Collaboration: Need Your Help!!! While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
20% ■	70/350	[11:55<47:40, 10.22s/it]	

```

===== total step: 70 current s
tep: 70 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 25
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 5
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 21
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 17
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.share: 'share'>, <NavigationDestinationItems.
NOT_APPICABLE: 'not_applicable'>, <ShareableItems.STONE: 'stone'>, 0) with a
ction noop; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Goal 'share' will work if and only if you have the m
aterial in your inventory. Double check!

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,

```

-1) with action move_down; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

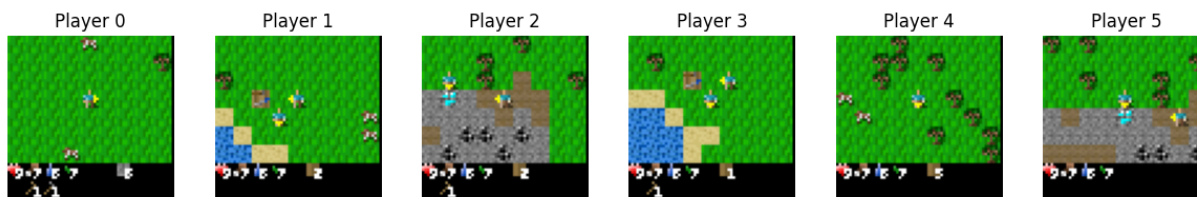
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.NO_T_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent [2]. In Episode: [1] ; Timestep: [69]. My inventory contained [wood: 2, stone: 1, wood_pickaxe: 1]. In the past, I successfully navigated to stone; I attempted to share stone with agent 0. On collaboration, I prioritized helping Agent 0, which I am now positioned to do. I shared a stone because agent 0 needed it to complete their task. This action succeeded as I had stone in my inventory. I planned to work towards helping agents because collaboration is emphasized in our strategy.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 70 steps into the episode. You are at loaction [11 20]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with</p>	<p>long_term_goal: make_stone_pickaxe</p> <p>current_goal: collect_stone</p> <p>op: Navigator</p> <p>navigate to: stone</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 2. In Episode: 1 ; Timestep: 70. My inventory contained wood: 2, wood_pickaxe: 1. In the past, I successfully shared stone with agent 0; I failed to collect more stone earlier. On collaboration, I was focused on helping Agent 0 by sharing resources but ran out of stone. I navigated to collect more stone because I needed to advance my toolset to be ready to help agents in the future. This action was in progress because my inventory lacked stone. I planned to work towards making a stone pickaxe because it would enable me to increase my resources and capacity to assist other agents.</p>

agent_id	context	info	summary
	agent 0".		
	<p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check! - To satisfy the prerequisite, you made the following efforts recently towards share: <ul style="list-style-type: none"> - In step 69: share stone to target agent. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent.</p> <p>!!!Determine your current</p>		

agent_id		context	info	summary
		goal based on agents who need help. If they don't need help, you should focus on advancing your tools.		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1; Timestep: 69. My inventory contained nothing. In the past, I successfully navigated to the diamond location; I failed to collect the diamond without an iron_pickaxe. On collaboration, I was helped by Agent 4 who was supposed to share an iron pickaxe with me. I patiently waited facing the diamond because the needed tool wasn't shared yet. This action was necessary to fulfill our team goal of collecting the diamond. I planned to work toward collecting the diamond because it is imperative to the team's win strategy.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 70 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "noop".</p>	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 5. In Episode: 1; Timestep: 70. My inventory contained nothing. In the past, I successfully navigated to the diamond; I failed to collect it without an iron pickaxe. On collaboration, Agent 4 was supposed to share the iron pickaxe with me, and I waited as instructed. I faced the diamond because collecting it is key to our team's win strategy. This action was in progress as I awaited the tool. I planned to work towards collecting the diamond because it fulfills our team goal.</p>

agent_id	context	info	summary
	<p>Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - To satisfy the prerequiste, you made the following efforts recently towards collect_diamond: - In step 59: noop. ; in In step 60: noop. ; in In step 61: noop. ; in In step 62: noop. ; in In step 63: noop. ; in In step 64: noop. ; in In step 65: noop. ; in In step 66: noop. ; in In step 67: noop. ; in In step 68: noop. ; in In step 69: noop. .</p> <p>### Collaboration: Need Your Help!!! While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		

20%|██████████ | 71/350 [12:03<47:24, 10.19s/it]

```

===== total step: 71 current s
tep: 71 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 24
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 20
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 16
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Ready* 'collect_stone'

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati

```

onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_down; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

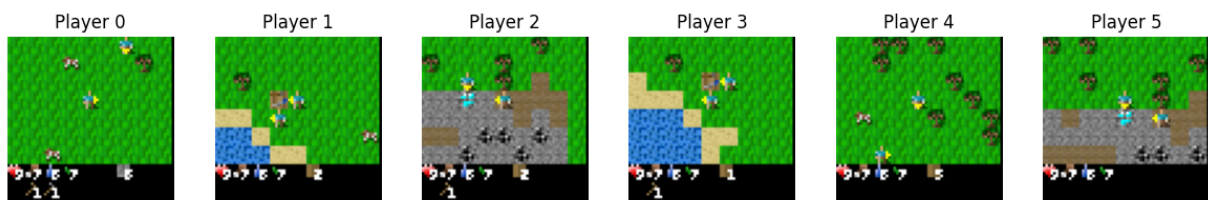
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	in progress	in progress	in progress
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	<p>### Last Experience Summary This is agent 5. In Episode: 1; Timestep: 70. My inventory contained nothing. In the past, I successfully navigated to the diamond; I failed to collect it without an iron pickaxe. On collaboration, Agent 4 was supposed to share the iron pickaxe with me, and I waited as instructed. I faced the diamond because collecting it is key to our team's win strategy. This action was in progress as I awaited the tool. I planned to work towards collecting the diamond because it fulfills our team goal.</p> <p>### Current Experience - This is episode 1. It is currently 71 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p>	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: not_applicable</p> <p>share: iron_pickaxe</p> <p>target_agent_id: 4</p>	<p>This is agent 5. In Episode: 1; Timestep: 71. My inventory contained nothing. In the past, I successfully navigated to the diamond; I failed to collect it without an iron pickaxe. On collaboration, Agent 4 was sharing the iron pickaxe, but there was a delay. I waited to collect the diamond because it is key to our team's success. This action was in progress because I lacked the tool. I planned to work towards collecting the diamond because it fulfills our team goal. I decided to sleep to restore energy while waiting to receive the iron pickaxe, which was necessary for success.</p>

agent_id	context	info	summary
	<p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;- To satisfy the prerequisite, you made the following efforts recently towards collect_diamond:<ul style="list-style-type: none">- In step 59: noop. ; in In step 60: noop. ; in In step 61: noop. ; in In step 62: noop. ; in In step 63: noop. ; in In step 64: noop. ; in In step 65: noop. ; in In step 66: noop. ; in In step 67: noop. ; in In step 68: noop. ; in In step 69: noop. ; in In step 70: noop. . <p>### Collaboration: Need Your Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy</p> <p>You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		

```

===== total step: 72 current s
tep: 72 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 23
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 19
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 15
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Ready* 'collect_stone'

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati

```

onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_down; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

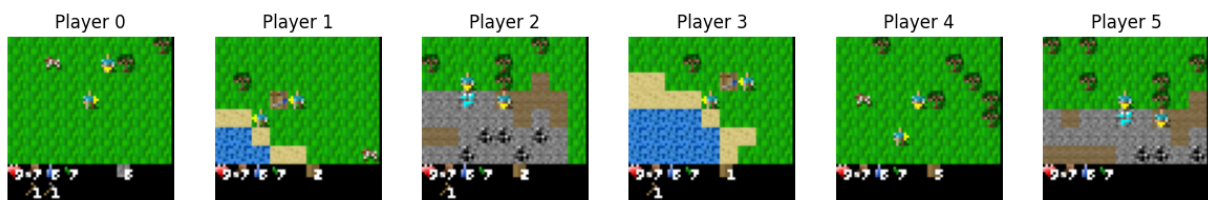
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.NO_T_APPICABLE: 'not_applicable'>, <ShareableItems.IRON_PICKAXE: 'iron_pickaxe'>, 4) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	<p>### Last Experience Summary</p> <p>This is agent 1. In Episode: 1; Timestep: 46. My inventory contained 2 wood. In the past, I successfully navigated through the environment but failed to collect stone due to not having a wood_pickaxe. On collaboration, I intended to help Agent 0 by collecting stone. I navigated towards a table to craft a wood_pickaxe because it is essential for collecting stone and supporting Agent 0. This action was in progress as I needed to craft the pickaxe. I planned to work towards aiding Agent 0 because sharing materials is crucial for our teamwork.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 72 steps into the episode. You are at loaction [31 23]. - Facing Direction: You are facing a table. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a table".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: make_wood_pickaxe</p> <p>navigate to: stone</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent 1. In Episode: 1; Timestep: 72. My inventory contained 2 wood. In the past, I successfully navigated to a table. I failed to collect stone as I did not have a wood pickaxe. On collaboration, I planned to assist Agent 0 by collecting stone. I crafted a wood_pickaxe because it is essential for gathering stone efficiently. This action succeeded because I faced the table and had enough wood. I planned to work towards helping Agent 0 because sharing resources is crucial for team success.</p>

agent_id	context	info	summary
	<p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.- For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree;- To satisfy the prerequisite, you made the following efforts recently towards collect_wood:<ul style="list-style-type: none">- In step 46: Navigator to table. . <p>### Collaboration: Need Your Help!!!</p> <p>While other agents working towards make_iron_pickaxe, your long-term goal and current goal should be !!share stone to agent 0!! You should focus on !!collect stone!! and share stone immediately.</p> <p>### Collaboration Policy</p> <p>You are agent 1. Your ultimate goal is help_agent 0. You long-term goal should be help_agent 0. Your current goal should be collect and share stone.</p>		
2 2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1 ; Timestep: 70. My inventory contained wood: 2, wood_pickaxe: 1. In the past, I successfully shared stone with agent 0; I failed to collect more stone earlier. On collaboration, I was focused on helping Agent 0 by sharing resources but ran out of stone. I navigated to collect more stone because I needed to advance my toolset to be ready to help agents in the future. This action was in progress because my inventory lacked stone. I planned to work towards making a stone pickaxe because it would enable me to increase my resources and capacity to assist other agents.</p> <p>### Current Experience</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: do</p> <p>navigate to: stone</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 2. In Episode: 1 ; Timestep: 72. My inventory contained wood: 2, wood_pickaxe: 1. In the past, I successfully navigated to a stone; I failed to collect stone due to timing issues. On collaboration, I tried helping Agent 0 by sharing stone but lacked resources. I attempted to collect stone because I needed it to make a stone pickaxe and share resources with agents. This action was in progress because my inventory lacked stone. I planned to work towards helping Agent</p>

agent_id	context	info	summary
	<p>- This is episode 1. It is currently 72 steps into the episode. You are at loaction [10 20].</p> <p>- Facing Direction: You are facing a stone.</p> <p>- Current Health Stats: health: 9, food: 7, drink: 6, energy: 7.</p> <p>- Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 stone; - For immediate goal: *Ready* 'collect_stone' - To satisfy the prerequisite, you made the following efforts recently towards collect_stone: - In step 70: Navigator to stone. .</p> <p>### Collaboration: Need Your Help!!! Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood; He is focusing on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood; If he needs any tool, work on the tool and share with him.</p>	0 because collaboration is our priority.	

agent_id	context	info	summary
	<p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Reconsider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3	3	in progress	in progress
4	4	in progress	in progress
5	5	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: sleep</p> <p>navigate to: not_applicable</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 5. In Episode: 1; Timestep: 72. My inventory contained nothing. In the past, I successfully navigated to the diamond; I failed to collect it without an iron pickaxe. On collaboration, Agent 4 was sharing the iron pickaxe, but there was a delay.</p> <p>I waited to collect the diamond because it is key to our team's success. This action was in progress because I lacked the tool. I planned to work towards collecting the diamond because it fulfills our team goal. I</p>

agent_id	context	info	summary
	<p>decided to sleep to restore energy while waiting to receive the iron pickaxe, which was necessary for success.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 72 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - To satisfy the prerequisite, you made the following efforts recently towards collect_diamond: <ul style="list-style-type: none"> - In step 59: noop. ; in In step 60: noop. ; in In step 61: noop. ; in In step 62: noop. ; in In step 63: noop. ; in In step 64: noop. ; in In step 65: noop. ; in In step 66: noop. ; in In step 67: noop. ; in In step 68: noop. ; in In step 69: noop. ; in In step 70: noop. ; in In step 71: noop. . 		<p>diamond. This action was planned because energy recovery is necessary while inactive. I planned to work towards collecting the diamond because it fulfills our team goal.</p>

agent_id	context	info	summary
	<p>### Collaboration: Need Your Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy</p> <p>You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
21% ■	73/350	[12:29<47:24,	10.27s/it]

```

===== total step: 73 current s
tep: 73 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 22
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 18
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 14
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;

Player 1 is doing (<ActionType.make_wood_pickaxe: 'make_wood_pickaxe'>, <Nav
igationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0)
with action make_wood_pickaxe; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 2 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.STONE:
'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action
do; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_4/knowledge_graph_1.html

```

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

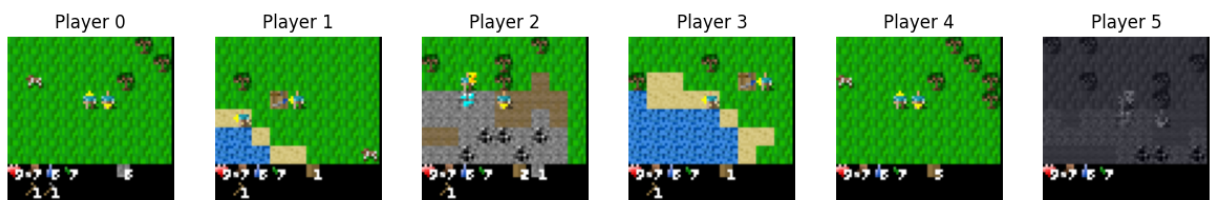
Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	<p>### Last Experience Summary</p> <p>This is agent 1. In Episode: 1; Timestep: 72. My inventory contained 2 wood. In the past, I successfully navigated to a table. I failed to collect stone as I did not have a wood pickaxe. On collaboration, I planned to assist Agent 0 by collecting stone. I crafted a wood_pickaxe because it is essential for gathering stone efficiently. This action succeeded because I faced the table and had enough wood. I planned to work towards helping Agent 0 because sharing resources is crucial for team success.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 73 steps into the episode. You are at loaction [31 23]. - Facing Direction: You are facing a table. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 1, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a table". Attempted "make_wood_pickaxe".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: Navigator</p> <p>navigate to: stone</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent 1. In Episode: 1; Timestep: 73. My inventory contained wood: 1, wood_pickaxe: 1. In the past, I successfully crafted a wood pickaxe at a table; I failed to collect stone as I didn't navigate to the right location. On collaboration, I planned to assist Agent 0 by collecting stone and sharing it. I navigated to a virtual location that would allow me to collect stone because I needed to help Agent 0. This action was in progress, as I needed to reach and successfully gather stone. I planned to work towards helping my team by sharing resources promptly.</p>

agent_id	context	info	summary
	<p>inventory.</p> <ul style="list-style-type: none"> - For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone; - To satisfy the prerequisite, you made the following efforts recently towards collect_stone: <ul style="list-style-type: none"> - In step 72: make_wood_pickaxe. . <p>### Collaboration: Need Your Help!!!</p> <p>While other agents working towards make_iron_pickaxe, your long-term goal and current goal should be !!share stone to agent 0!! You should focus on !!collect stone!! and share stone immediately.</p> <p>### Collaboration Policy</p> <p>You are agent 1. Your ultimate goal is help_agent 0. You long-term goal should be help_agent 0. Your current goal should be collect and share stone.</p>		
2 2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1 ; Timestep: 72. My inventory contained wood: 2, wood_pickaxe: 1. In the past, I successfully navigated to a stone; I failed to collect stone due to timing issues. On collaboration, I tried helping Agent 0 by sharing stone but lacked resources. I attempted to collect stone because I needed it to make a stone pickaxe and share resources with agents. This action was in progress because my inventory lacked stone. I planned to work towards helping Agent 0 because collaboration is our priority.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 73 steps into the episode. You are at loaction [10 20]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: Navigator</p> <p>navigate to: stone</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 2. In Episode: 1 ; Timestep: 73. My inventory contained wood: 2, stone: 1, wood_pickaxe: 1. In the past, I successfully navigated towards resources; I failed to collect stone due to delays. On collaboration, I intended to help Agent 0 by providing resources but lacked sufficient stone. I navigated to collect more stone because it's needed to assist Agent 0 with crafting. This action was in progress due to resource constraints. I planned to work towards helping Agent 0 because collaboration is essential for victory.</p>

agent_id	context	info	summary
	<p>- Current Inventory: sapling: 0, wood: 2, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions</p> <p>The last 7 actions are: Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone; - To satisfy the prerequisite, you made the following efforts recently towards collect_stone: <ul style="list-style-type: none"> - In step 72: do. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>He is focusing on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p>		

agent_id		context	info	summary
		Agent 1 is completing the task.		
		### Collaboration Policy You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
21% ██████████ 74/350 [12:40<47:17, 10.28s/it]				

```

===== total step: 74 current s
tep: 74 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 21
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 21
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 17
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 13
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Ready* 'collect_stone'

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati

```

onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_down; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

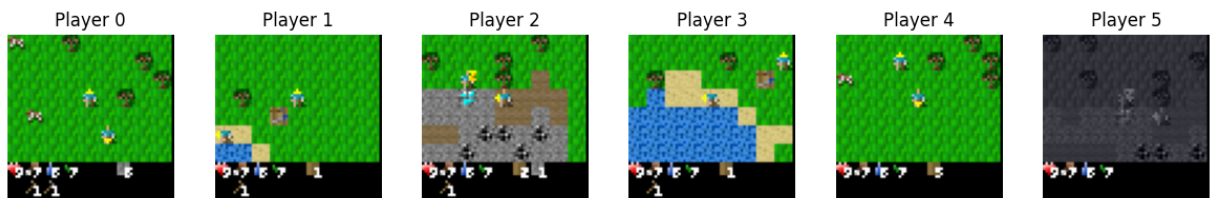
Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1 ; Timestep: 73. My inventory contained wood: 2, stone: 1, wood_pickaxe: 1. In the past, I successfully navigated towards resources; I failed to collect stone due to delays. On collaboration, I intended to help Agent 0 by providing resources but lacked sufficient stone. I navigated to collect more stone because it's needed to assist Agent 0 with crafting. This action was in progress due to resource constraints. I planned to work towards helping Agent 0 because collaboration is essential for victory.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 74 steps into the episode. You are at loaction [10 20]. - Facing Direction: You are facing a stone. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 2, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a stone".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: do</p> <p>navigate to: stone</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent 2. In Episode: 1 ; Timestep: 74. My inventory contained wood: 2, stone: 1, wood_pickaxe: 1. In the past, I successfully navigated towards resources; I failed to collect stone due to delays. On collaboration, Agent 0 needed help with crafting an iron pickaxe but lacked necessary materials. I continued to 'do' to collect stone because it is needed to assist Agent 0 with crafting. This action was in progress due to facing the correct material. I planned to work towards helping Agent 0 because collaboration is essential for victory.</p>

agent_id	context	info	summary
	<p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Ready* 'collect_stone' - To satisfy the prerequisite, you made the following efforts recently towards collect_stone: <ul style="list-style-type: none"> - In step 73: Navigator to stone. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>He is focusing on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need</p>		

agent_id		context	info	summary
		help. If they don't need help, you should focus on advancing your tools.		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
21% ██████████ 75/350 [12:48<46:58, 10.25s/it]				

```

===== total step: 75 current s
tep: 75 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 20
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 20
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 16
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 12
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 2 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.STONE:
'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action do; current statu
s: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,

```

-1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

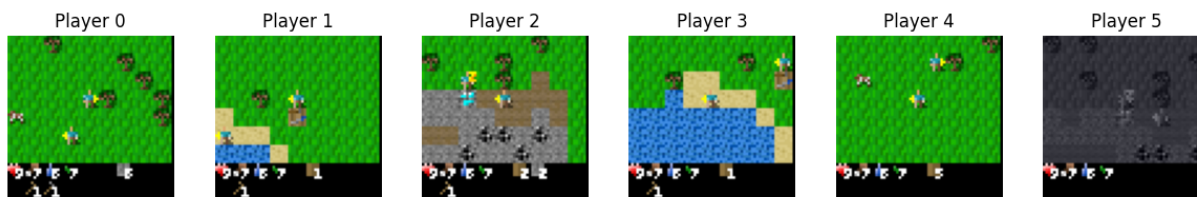
Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1 ; Timestep: 74. My inventory contained wood: 2, stone: 1, wood_pickaxe: 1. In the past, I successfully navigated towards resources; I failed to collect stone due to delays. On collaboration, Agent 0 needed help with crafting an iron pickaxe but lacked necessary materials. I continued to 'do' to collect stone because it is needed to assist Agent 0 with crafting. This action was in progress due to facing the correct material. I planned to work towards helping Agent 0 because collaboration is essential for victory.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 75 steps into the episode. You are at loaction [10 20]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 7, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 2, stone: 2, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a stone". Attempted "do".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: Navigator</p> <p>navigate to: coal</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 2. In Episode: 1 ; Timestep: 75. My inventory contained wood: 2, stone: 2, wood_pickaxe: 1. In the past, I successfully had some navigation but failed to collect stone due to repeated obstacles. On collaboration, I needed to help Agent 0 gather materials for an iron pickaxe, but lacked the necessary resources myself. I navigated towards coal to assist with gathering the needed materials for further crafting success. This action was successful due to facing the right material environment. I planned to work towards helping Agent 0 because it is critical for our collaborative goal.</p>

agent_id	context	info	summary
	placed.		
	<p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone; - To satisfy the prerequisite, you made the following efforts recently towards collect_stone: <ul style="list-style-type: none"> - In step 74: do. . 		
	<p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>He is focusing on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 1 is completing the task.</p>		
	<p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the</p>		

agent_id		context	info	summary
		previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
22% ██████████ 77/350 [12:59<46:03, 10.12s/it]				

```

===== total step: 76 current s
tep: 76 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 19
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 19
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 15
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 11
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.COAL: 'coal'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

```

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_down; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;

===== total step: 77 current step: 77 =====

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

length route 18

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

length route 18

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

length route 1

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

length route 14

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

length route 10

Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

agent_0

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iron; Missing 1 coal; Missing 1 wood;
- For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iron; Missing 1 coal; Missing 1 wood;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

agent_1

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

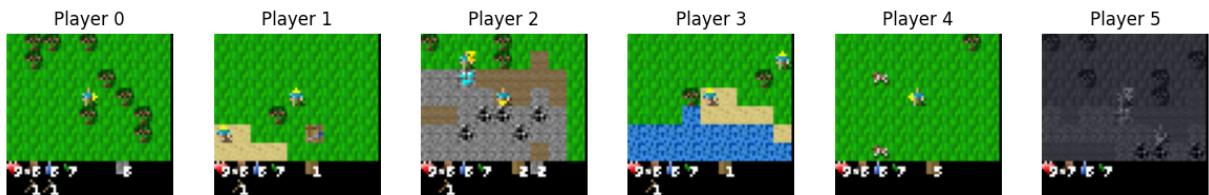
Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_up; current status: ActionStatus.IN_PROGRESS

onItems.COAL: 'coal'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_down; current status: ActionStatus.ALMOST_DONE
 Knowledge graph saved to results/agent_2/knowledge_graph_1.html
 agent_2
 ### Prerequisites Check:
 - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
 - For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS
 Knowledge graph saved to results/agent_3/knowledge_graph_1.html
 agent_3
 ### Prerequisites Check:
 - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 stone;
 - For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS
 Knowledge graph saved to results/agent_4/knowledge_graph_1.html
 agent_4
 ### Prerequisites Check:
 - For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
 - For immediate goal: should work on long-term goal now.

Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: ActionStatus.DONE
 Knowledge graph saved to results/agent_5/knowledge_graph_1.html
 agent_5
 ### Prerequisites Check:
 - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
 - For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1 ; Timestep: 75. My inventory contained wood: 2, stone: 2, wood_pickaxe: 1. In the past, I successfully had some navigation but failed to collect stone due to repeated obstacles. On collaboration, I needed to help Agent 0 gather materials for an iron pickaxe, but lacked the necessary resources myself. I navigated towards coal to assist with gathering the needed materials for further crafting success. This action was successful due to facing the right material environment. I planned to work towards helping Agent 0 because it is critical for our collaborative goal.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 77 steps into the episode. You are at loaction [10 21]. - Facing Direction: You are facing a coal. - Current Health Stats: health: 9, food: 6, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 2, stone: 2, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a coal".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_coal</p> <p>op: do</p> <p>navigate to: coal</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 2. In Episode: 1 ; Timestep: 77. My inventory contained wood: 2, stone: 2, wood_pickaxe: 1. In the past, I successfully faced the required material but failed to collect coal despite proper alignment. On collaboration, I focused on helping Agent 0 with the necessary resources for crafting but encountered difficulties. I attempted to collect coal because Agent 0 needed it for making an iron pickaxe. This action was in progress; I needed to reassess my technique to collect successfully. I planned to work towards helping Agent 0 because collaboration is crucial for our goal of obtaining the diamond.</p>

agent_id	context	info	summary
	placed.		
	### Prerequisites Check: <ul style="list-style-type: none">- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.- For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;- To satisfy the prerequisite, you made the following efforts recently towards collect_stone:<ul style="list-style-type: none">- In step 75: Navigator to coal. .		
	### Collaboration: Need Your Help!!! Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood; He is focusing on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood; If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you. Else, work on advancing your tools. Agent 1 is completing the task.		
	### Collaboration Policy You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0.		

agent_id		context	info	summary
		Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
22% ██████████ 78/350 [13:06<45:44, 10.09s/it]				

```

===== total step: 78 current s
tep: 78 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 17
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 17
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 13
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 9
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 coal; Missing 1 wood;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 2 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.COAL:
'coal'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action
do; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_coal': everything is read
y, should navigate to coal;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,

```

-1) with action move_left; current status: `ActionStatus.IN_PROGRESS`

Knowledge graph saved to `results/agent_4/knowledge_graph_1.html`

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

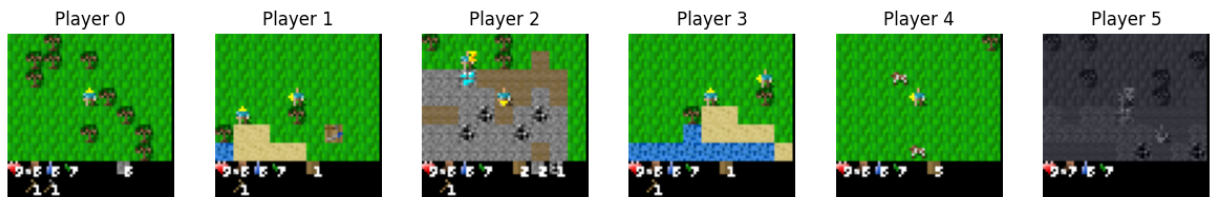
Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: `ActionStatus.DONE`

Knowledge graph saved to `results/agent_5/knowledge_graph_1.html`

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary This is agent 2. In Episode: 1 ; Timestep: 77. My inventory contained wood: 2, stone: 2, wood_pickaxe: 1. In the past, I successfully faced the required material but failed to collect coal despite proper alignment. On collaboration, I focused on helping Agent 0 with the necessary resources for crafting but encountered difficulties. I attempted to collect coal because Agent 0 needed it for making an iron pickaxe. This action was in progress; I needed to reassess my technique to collect successfully. I planned to work towards helping Agent 0 because collaboration is crucial for our goal of obtaining the diamond.</p> <p>### Current Experience - This is episode 1. It is currently 78 steps into the episode. You are at loaction [10 21]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 6, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 2, stone: 2, coal: 1, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a coal". Attempted "do".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again.</p>	<p>long_term_goal: help_agent</p> <p>current_goal: share</p> <p>op: share</p> <p>navigate to: not_applicable</p> <p>share: coal</p> <p>target_agent_id: 0</p>	<p>This is agent 2. In Episode: 1 ; Timestep: 78. My inventory contained wood: 2, stone: 2, coal: 1, wood_pickaxe: 1. In the past, I successfully identified necessary items to share with Agent 0 but failed to collect additional coal despite navigation attempts. On collaboration, I prioritized helping Agent 0, who needed materials for crafting an iron pickaxe. I shared coal because Agent 0 required it for their objective. This action succeeded because coal existed in my inventory. I planned to work towards helping Agent 0 because of our collaboration policy, and successful assistance aligns with our diamond mining goal.</p>

agent_id	context	info	summary
	<p>- Furnace: still needs to be placed.</p> <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_coal': everything is ready, should navigate to coal; - To satisfy the prerequisite, you made the following efforts recently towards collect_coal: <ul style="list-style-type: none"> - In step 77: do. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>He is focusing on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p>		

agent_id		context	info	summary
		Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
23% ██████████ 79/350 [13:28<46:13, 10.23s/it]				

```

===== total step: 79 current s
tep: 79 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 16
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 16
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 12
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 8
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 wood;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 wood;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 2 is doing (<ActionType.share: 'share'>, <NavigationDestinationItems.
NOT_APPICABLE: 'not_applicable'>, <ShareableItems.COAL: 'coal'>, 0) with act
ion noop; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Goal 'share' will work if and only if you have the m
aterial in your inventory. Double check!

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,

```

-1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1 ; Timestep: 78. My inventory contained wood: 2, stone: 2, coal: 1, wood_pickaxe: 1. In the past, I successfully identified necessary items to share with Agent 0 but failed to collect additional coal despite navigation attempts. On collaboration, I prioritized helping Agent 0, who needed materials for crafting an iron pickaxe. I shared coal because Agent 0 required it for their objective. This action succeeded because coal existed in my inventory. I planned to work towards helping Agent 0 because of our collaboration policy, and successful assistance aligns with our diamond mining goal.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 79 steps into the episode. You are at loaction [10 21]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 6, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 2, stone: 2, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a coal". Attempted "do". Attempted "share coal with agent 0".</p>	<p>long_term_goal: help_agent</p> <p>current_goal: make_stone_pickaxe</p> <p>op: Navigator</p> <p>navigate to: stone</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 2. In Episode: 1 ; Timestep: 79. My inventory contained wood: 2, stone: 2, wood_pickaxe: 1. In the past, I successfully shared coal with agent 0; I failed to collect additional coal despite navigating and doing actions. On collaboration, I aimed to assist agent 0 by sharing resources, but now they do not need further assistance from me. I navigated towards stone because my current goal is to craft a stone pickaxe and I need more stone for this goal. This action remained in progress as I was still navigating towards stone. I planned to work towards improving my tools because no immediate help was required by agent 0.</p>

agent_id	context	info	summary
	<p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check! - To satisfy the prerequisite, you made the following efforts recently towards share: <ul style="list-style-type: none"> - In step 78: share coal to target agent. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>He is focusing on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you. Else, work on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to</p>		

agent_id		context	info	summary
		<div>the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</div>		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
23% ██████████ 80/350 [13:47<46:32, 10.34s/it]				

```

===== total step: 80 current s
tep: 80 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 15
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 15
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 11
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 7
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 wood;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 wood;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_stone_pickaxe': everything i
s ready, should navigate to table;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

```

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

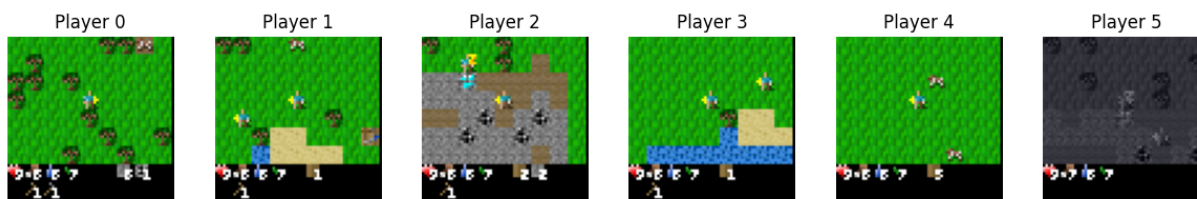
Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1 ; Timestep: 79. My inventory contained wood: 2, stone: 2, wood_pickaxe: 1. In the past, I successfully shared coal with agent 0; I failed to collect additional coal despite navigating and doing actions. On collaboration, I aimed to assist agent 0 by sharing resources, but now they do not need further assistance from me. I navigated towards stone because my current goal is to craft a stone pickaxe and I need more stone for this goal. This action remained in progress as I was still navigating towards stone. I planned to work towards improving my tools because no immediate help was required by agent 0.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 80 steps into the episode. You are at loaction [10 21]. - Facing Direction: You are facing a stone. - Current Health Stats: health: 9, food: 6, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 2, stone: 2, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "do". Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a coal". Attempted "do". Attempted "share coal with agent 0". Attempted "navigate to a stone".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. 	<p>long_term_goal: help_agent</p> <p>current_goal: share</p> <p>op: share</p> <p>navigate to: not_applicable</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent 2. In Episode: 1 ; Timestep: 80. My inventory contained wood: 2, stone: 2, wood_pickaxe: 1. In the past, I successfully shared coal with agent 0; I failed to collect additional coal despite navigating and doing actions. On collaboration, I aimed to assist agent 0 by sharing resources, and they required more materials. I shared a stone because agent 0 needed it for their current progress. This action succeeded because I had stone in my inventory. I planned to work towards the long-term goal of helping agent 0 because they are advancing their tool requirements.</p>

agent_id	context	info	summary
	<p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'make_stone_pickaxe': everything is ready, should navigate to table; - To satisfy the prerequisite, you made the following efforts recently towards make_stone_pickaxe: <ul style="list-style-type: none"> - In step 79: Navigator to stone. <p>.</p> <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>He is focusing on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0.</p> <p>Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal</p>		

agent_id		context	info	summary
		based on agents who need help. If they don't need help, you should focus on advancing your tools.		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
23% ██████████ 81/350 [14:01<46:36, 10.39s/it]				

```

===== total step: 81 current s
tep: 81 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 14
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 14
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 10
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 6
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 wood;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 wood;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 2 is doing (<ActionType.share: 'share'>, <NavigationDestinationItems.
NOT_APPICABLE: 'not_applicable'>, <ShareableItems.STONE: 'stone'>, 0) with a
ction noop; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Goal 'share' will work if and only if you have the m
aterial in your inventory. Double check!

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,

```

-1) with action move_left; current status: `ActionStatus.IN_PROGRESS`

Knowledge graph saved to `results/agent_4/knowledge_graph_1.html`

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: `ActionStatus.DONE`

Knowledge graph saved to `results/agent_5/knowledge_graph_1.html`

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1 ; Timestep: 80. My inventory contained wood: 2, stone: 2, wood_pickaxe: 1. In the past, I successfully shared coal with agent 0; I failed to collect additional coal despite navigating and doing actions. On collaboration, I aimed to assist agent 0 by sharing resources, and they required more materials. I shared a stone because agent 0 needed it for their current progress. This action succeeded because I had stone in my inventory. I planned to work towards the long-term goal of helping agent 0 because they are advancing their tool requirements.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 81 steps into the episode. You are at loaction [10 21]. - Facing Direction: You are facing a stone. - Current Health Stats: health: 9, food: 6, drink: 6, energy: 7. - Current Inventory: sapling: 0, wood: 2, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a coal". Attempted "do". Attempted "share coal with agent 0". Attempted "navigate to a stone". Attempted "share stone with agent 0".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 2. In Episode: 1 ; Timestep: 81. My inventory contained wood: 2, stone: 1, wood_pickaxe: 1. In the past, I successfully shared coal with agent 0; I failed to collect additional coal despite navigating and doing actions. On collaboration, I aimed to assist agent 0 by sharing resources, and they required more materials. I faced a stone because Agent 0 needed it for their current progress. This action succeeded as I had stone in my inventory. I planned to work towards the long-term goal of helping agent 0 because they are advancing their tool requirements.</p>

agent_id	context	info	summary
	placed.		
	<p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check! - To satisfy the prerequisite, you made the following efforts recently towards share: <ul style="list-style-type: none"> - In step 80: share stone to target agent. . 		
	<p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>He is focusing on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 1 is completing the task.</p>		
	<p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p>		

agent_id		context	info	summary
		Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
23% ██████████ 82/350 [14:18<46:47, 10.47s/it]				

```

===== total step: 82 current s
tep: 82 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 13
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 13
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 9
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 5
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 wood;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n; Missing 1 wood;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

```

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS

24%|██████████ | 83/350 [14:19<46:03, 10.35s/it]

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;

===== total step: 83 current step: 83 =====

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

length route 12

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

length route 12

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

length route 1

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

length route 8

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

length route 4

Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

agent_0

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iron; Missing 1 wood;
- For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iron; Missing 1 wood;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

agent_1

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TREE: 'tree'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.ALMOST_DONE

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

agent_2

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

agent_3

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 stone;
- For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1 ; Timestep: 81. My inventory contained wood: 2, stone: 1, wood_pickaxe: 1. In the past, I successfully shared coal with agent 0; I failed to collect additional coal despite navigating and doing actions. On collaboration, I aimed to assist agent 0 by sharing resources, and they required more materials. I faced a stone because Agent 0 needed it for their current progress. This action succeeded as I had stone in my inventory. I planned to work towards the long-term goal of helping agent 0 because they are advancing their tool requirements.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 83 steps into the episode. You are at loaction [10 20]. - Facing Direction: You are facing a tree. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 7. - Current Inventory: sapling: 0, wood: 2, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "do". Attempted "navigate to a coal". Attempted "do". Attempted "share coal with agent 0". Attempted "navigate to a stone". Attempted "share stone with agent 0". Attempted "navigate to a tree".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do 	<p>long_term_goal: This is agent 2. In Episode: 1 ; Timestep: 83. My inventory contained wood: 2, stone: 1, wood_pickaxe: 1. In the past, I successfully shared coal with agent 0; I failed to collect additional materials due to misplaced actions. On collaboration, I aimed to assist agent 0 by sharing wood, as his progress depended on these resources. I shared wood because agent 0 needed it to continue crafting, supporting the team's diamond mining goal. This action succeeded as it aligned with inventory requirements. I planned to work towards the long-term goal of helping agent 0 because collaborative success is key to achieving the ultimate goal.</p> <p>help_agent</p> <p>current_goal: share</p> <p>op: share</p> <p>navigate to: not_applicable</p> <p>share: wood</p> <p>target_agent_id: 0</p>	

agent_id	context	info	summary
	<p>NOT work on place_table again.</p> <ul style="list-style-type: none"> - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone; - To satisfy the prerequisite, you made the following efforts recently towards collect_stone: <ul style="list-style-type: none"> - In step 81: Navigator to tree. <p>.</p> <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>He is focusing on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should</p>		

agent_id		context	info	summary
		focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
24% ██████████ 84/350 [14:31<45:58, 10.37s/it]				

```

===== total step: 84 current s
tep: 84 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 11
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 11
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 7
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 3
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 2 is doing (<ActionType.share: 'share'>, <NavigationDestinationItems.
NOT_APPICABLE: 'not_applicable'>, <ShareableItems.WOOD: 'wood'>, 0) with act
ion noop; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Goal 'share' will work if and only if you have the m
aterial in your inventory. Double check!

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,

```

-1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1 ; Timestep: 83. My inventory contained wood: 2, stone: 1, wood_pickaxe: 1. In the past, I successfully shared coal with agent 0; I failed to collect additional materials due to misplaced actions. On collaboration, I aimed to assist agent 0 by sharing wood, as his progress depended on these resources. I shared wood because agent 0 needed it to continue crafting, supporting the team's diamond mining goal. This action succeeded as it aligned with inventory requirements. I planned to work towards the long-term goal of helping agent 0 because collaborative success is key to achieving the ultimate goal.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 84 steps into the episode. You are at loaction [10 20]. - Facing Direction: You are facing a tree. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 7. - Current Inventory: sapling: 0, wood: 1, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "navigate to a coal". Attempted "do". Attempted "share coal with agent 0". Attempted "navigate to a stone". Attempted "share stone with agent 0". Attempted "navigate to a tree". Attempted "share wood with agent 0".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do 	<p>long_term_goal: help_agent</p> <p>current_goal: share</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: wood</p> <p>target_agent_id: 0</p>	<p>This is agent 2. In Episode: 1 ; Timestep: 84. My inventory contained wood: 1, stone: 1, wood_pickaxe: 1. In the past, I successfully shared resources with Agent 0; I failed to progress tools due to prioritizing collaboration. On collaboration, I continued to assist Agent 0 by sharing wood, which was crucial for crafting an iron pickaxe. I shared wood because Agent 0 needed it immediately, aligning with my collaborative long-term goal expectations. My action succeeded as it directly addressed the needs of the team. I planned to work towards gathering more resources, particularly wood, to keep supporting Agent 0 effectively.</p>

agent_id	context	info	summary
	<p>NOT work on place_table again.</p> <ul style="list-style-type: none"> - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check! - To satisfy the prerequisite, you made the following efforts recently towards share: <ul style="list-style-type: none"> - In step 83: share wood to target agent. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>He is focusing on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0.</p> <p>Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p>		

agent_id		context	info	summary
		If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
24% ██████████ 85/350 [14:45<45:59, 10.41s/it]				

```

===== total step: 85 current s
tep: 85 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 10
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 10
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 6
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 2
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
- For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n;
- For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action move_u
p; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: Goal 'share' will work if and only if you have the m
aterial in your inventory. Double check!

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
- For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
- For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

```

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_wood_pickaxe': everything is ready, should navigate to table;
- For immediate goal: should work on long-term goal now.

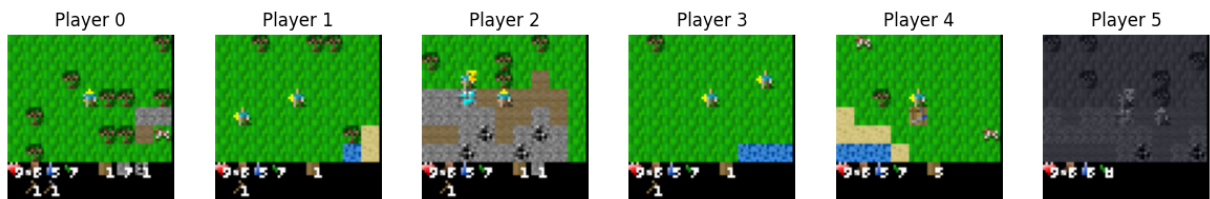
Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1 ; Timestep: 84. My inventory contained wood: 1, stone: 1, wood_pickaxe: 1. In the past, I successfully shared resources with Agent 0; I failed to progress tools due to prioritizing collaboration. On collaboration, I continued to assist Agent 0 by sharing wood, which was crucial for crafting an iron pickaxe. I shared wood because Agent 0 needed it immediately, aligning with my collaborative long-term goal expectations. My action succeeded as it directly addressed the needs of the team. I planned to work towards gathering more resources, particularly wood, to keep supporting Agent 0 effectively.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 85 steps into the episode. You are at loaction [10 20]. - Facing Direction: You are facing a tree. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 7. - Current Inventory: sapling: 0, wood: 1, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "do". Attempted "share coal with agent 0". Attempted "navigate to a stone". Attempted "share stone with agent 0". Attempted "navigate to a tree". Attempted "share wood with agent 0". Attempted "navigate to a tree".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: do</p> <p>navigate to: not_applicable</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 2. In Episode: 1 ; Timestep: 85. My inventory contained wood: 1, stone: 1, wood_pickaxe: 1. In the past, I successfully shared resources with Agent 0; I failed to progress tools due to prioritizing collaboration. On collaboration, I continued to assist Agent 0 by attempting to collect more wood and share resources essential for crafting an iron pickaxe. I attempted a 'do' action facing a tree to gather wood because it was needed by Agent 0 for his current crafting tasks. This action was prepared to succeed, as I was correctly positioned and knew the plan to aid my team was crucial. I planned to work towards help_agent because it's vital to my collaborative strategy, especially when Agent 0 requires wood and other materials I can gather.</p>

agent_id	context	info	summary
	<p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check! - To satisfy the prerequisite, you made the following efforts recently towards share: <ul style="list-style-type: none"> - In step 84: Navigator to tree. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>He is focusing on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0.</p> <p>You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If</p>		

agent_id		context	info	summary
		they don't need help, you should focus on advancing your tools.		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
25% ██████████ 86/350 [14:53<45:42, 10.39s/it]				

```

===== total step: 86 current s
tep: 86 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 9
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 9
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 5
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 1
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 2 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.NOT_AP
PICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicabl
e'>, -1) with action do; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TABLE: 'table'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,

```

-1) with action move_down; current status: ActionStatus.ALMOST_DONE

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: *Ready* 'make_wood_pickaxe'
- For immediate goal: should work on long-term goal now.

Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1 ; Timestep: 85. My inventory contained wood: 1, stone: 1, wood_pickaxe: 1. In the past, I successfully shared resources with Agent 0; I failed to progress tools due to prioritizing collaboration. On collaboration, I continued to assist Agent 0 by attempting to collect more wood and share resources essential for crafting an iron pickaxe. I attempted a 'do' action facing a tree to gather wood because it was needed by Agent 0 for his current crafting tasks. This action was prepared to succeed, as I was correctly positioned and knew the plan to aid my team was crucial. I planned to work towards help_agent because it's vital to my collaborative strategy, especially when Agent 0 requires wood and other materials I can gather.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 86 steps into the episode. You are at loaction [10 20]. - Facing Direction: You are facing a grass. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 7. - Current Inventory: sapling: 0, wood: 2, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "share coal with agent 0". Attempted "navigate to a stone".</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: wood</p> <p>target_agent_id: 0</p>	<p>This is agent 2. In Episode: 1 ; Timestep: 86. My inventory contained wood: 2, stone: 1, wood_pickaxe: 1. In the past, I successfully navigated towards a tree and gathered some wood; I failed to rapidly share the necessary materials with Agent 0 due to insufficient quantity collected. On collaboration, I aimed to assist Agent 0 by collecting and sharing wood needed for crafting an iron pickaxe. I navigated to a tree to gather additional wood because it was strategically important to our team's progress. This action was successful as it allowed me to continue supporting Agent 0. I planned to work towards helping agent because collaboration is prioritized over self-tool advancement.</p>

agent_id	context	info	summary
	<p>Attempted "share stone with agent 0". Attempted "navigate to a tree". Attempted "share wood with agent 0". Attempted "navigate to a tree". Attempted "do".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree; - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: - In step 85: do. .</p> <p>### Collaboration: Need Your Help!!! Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood; He is focusing on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood; If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you. Else, work on advancing your tools. Agent 1 is completing the task.</p> <p>### Collaboration Policy You are agent 2. Your ultimate</p>		

agent_id		context	info	summary
		<p>goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Reconsider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3	3	in progress	in progress	in progress
4	4	<p>### Last Experience Summary</p> <p>This is agent 4. In Episode: 1; Timestep: 55. My inventory contained wood: 5. In the past, I successfully navigated multiple times to locate trees and tables; I failed to collect stone due to the lack of a wood pickaxe. On collaboration, Agent 3 was gathering stone for Agent 0. I navigated to the table to craft a wood pickaxe because it was necessary for progressing with tool crafting. This action was in progress. I planned to work towards making a wood pickaxe because it was crucial for assisting Agent 0 with their stone pickaxe needs.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 86 steps into the episode. You are at loaction [30 22]. - Facing Direction: You are facing a table. 	<p>long_term_goal: make_wood_pickaxe</p> <p>current_goal: share</p> <p>op: share</p> <p>navigate to: not_applicable</p> <p>share: wood</p> <p>target_agent_id: 0</p>	<p>This is agent 4. In Episode: 1; Timestep: 86. My inventory contained wood: 5. In the past, I successfully navigated to the table and was ready to craft a wood_pickaxe. On collaboration, I noticed that Agent 0 needed wood to craft an iron pickaxe. I shared wood because it was necessary to support Agent 0. This action succeeded. I planned to work towards making a wood pickaxe because it was crucial for progress, but prioritized sharing wood with Agent 0 due to the current collaboration need. I will proceed with crafting a wood pickaxe next.</p>

agent_id	context	info	summary
	<p>- Current Health Stats: health: 9, food: 6, drink: 5, energy: 7.</p> <p>- Current Inventory: sapling: 0, wood: 5, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "navigate to a tree". Attempted "do".</p> <p>Attempted "navigate to a tree". Attempted "do".</p> <p>Attempted "navigate to a stone". Attempted "navigate to a tree". Attempted "navigate to a table".</p> <p>### Crafting Station</p> <p>Availability:</p> <p>- Table: placed alerady; Do NOT work on place_table again.</p> <p>- Furnace: still needs to be placed.</p> <p>### Prerequisites Check:</p> <p>- For long-term goal: *Ready* 'make_wood_pickaxe'</p> <p>- For immediate goal: should work on long-term goal now.</p> <p>- To satisfy the prerequisite, you made the following efforts recently towards collect_wood:</p> <p>- In step 55: Navigator to table. .</p> <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>He is focusing on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the</p>		

agent_id	context	info	summary
	<p>other material and ask the next agent to share the appropriate tool with you. Else, work on advancing your tools.</p> <p>Agent 3 is working on 'make_stone_pickaxe', Missing 1 stone;</p> <p>He is focusing on 'collect_stone', everything is ready, should navigate to stone;</p> <p>If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you. Else, work on advancing your tools.</p> <p>### Collaboration Policy</p> <p>You are agent 4. Your ultimate goal is help_agent 0 and help_agent 3. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
5 5	in progress	in progress	in progress
25% <div></div> 87/350 [15:00<45:22, 10.35s/it]			

```

===== total step: 87 current s
tep: 87 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 8
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 8
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 4
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action move_u
p; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Ready* 'collect_wood'

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 4 is doing (<ActionType.share: 'share'>, <NavigationDestinationItems.
NOT_APPICABLE: 'not_applicable'>, <ShareableItems.WOOD: 'wood'>, 0) with act
ion noop; current status: ActionStatus.DONE

```

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: *Ready* 'make_wood_pickaxe'
- For immediate goal: should work on long-term goal now.

Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	in progress	in progress	in progress
3	3	in progress	in progress	in progress
4	4	<p>### Last Experience Summary</p> <p>This is agent 4. In Episode: 1; Timestep: 86. My inventory contained wood: 5. In the past, I successfully navigated to the table and was ready to craft a wood_pickaxe. On collaboration, I noticed that Agent 0 needed wood to craft an iron pickaxe. I shared wood because it was necessary to support Agent 0. This action succeeded. I planned to work towards making a wood pickaxe because it was crucial for progress, but prioritized sharing wood with Agent 0 due to the current collaboration need. I will proceed with crafting a wood pickaxe .</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 87 steps into the episode. You are at loaction [30 22]. - Facing Direction: You are facing a table. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 7. - Current Inventory: sapling: 0, wood: 4, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "do". Attempted "navigate to a tree".</p> <p>Attempted "do". Attempted "navigate to a stone".</p> <p>Attempted "navigate to a tree". Attempted "navigate to</p>	<p>long_term_goal: make_wood_pickaxe</p> <p>current_goal: make_wood_pickaxe</p> <p>op: make_wood_pickaxe</p> <p>navigate to: tree</p> <p>share: wood</p> <p>target_agent_id: 0</p>	<p>This is agent 4. In Episode: 1; Timestep: 87. My inventory contained wood: 4. In the past, I successfully shared wood with Agent 0; I navigated to the table and prepared to craft a wood_pickaxe. On collaboration, I noticed Agent 0 needed more resources, and Agent 3 was working on a stone pickaxe. I made a wood pickaxe because it was necessary for tool advancement and supporting others. This action succeeded because I had the required resources and was facing the table. I planned to work towards making a wood pickaxe to advance my capabilities and help my agents, considering current inventory and agent needs.</p>

agent_id	context	info	summary
	<p>a table". Attempted "share wood with agent 0".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: *Ready* 'make_wood_pickaxe' - For immediate goal: should work on long-term goal now. - To satisfy the prerequisite, you made the following efforts recently towards share: - In step 86: share wood to target agent. .</p> <p>### Collaboration: Need Your Help!!! Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood; He is focusing on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood; If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you. Else, work on advancing your tools. Agent 3 is working on 'make_stone_pickaxe', Missing 1 stone; He is focusing on 'collect_stone', everything is ready, should navigate to stone; If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p>		

agent_id		context	info	summary
		<p>Else, work on advancing your tools.</p> <p>### Collaboration Policy</p> <p>You are agent 4. Your ultimate goal is help_agent 0 and help_agent 3. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
5	5	in progress	in progress	in progress
25% <div></div> 88/350 [15:11<45:12, 10.35s/it]				

```

===== total step: 88 current s
tep: 88 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 7
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 7
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 3
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
- For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n;
- For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action move_u
p; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: *Ready* 'collect_wood'

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
- For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
- For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 4 is doing (<ActionType.make_wood_pickaxe: 'make_wood_pickaxe'>, <Nav
igationDestinationItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 0) wit
h action make_wood_pickaxe; current status: ActionStatus.DONE

```

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Wood pickaxe is already made.
- For immediate goal: Wood pickaxe is already made.

Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1 ; Timestep: 86. My inventory contained wood: 2, stone: 1, wood_pickaxe: 1. In the past, I successfully navigated towards a tree and gathered some wood; I failed to rapidly share the necessary materials with Agent 0 due to insufficient quantity collected. On collaboration, I aimed to assist Agent 0 by collecting and sharing wood needed for crafting an iron pickaxe. I navigated to a tree to gather additional wood because it was strategically important to our team's progress. This action was successful as it allowed me to continue supporting Agent 0. I planned to work towards helping agent because collaboration is prioritized over self-tool advancement.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 88 steps into the episode. You are at loaction [10 19]. - Facing Direction: You are facing a tree. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 7. - Current Inventory: sapling: 0, wood: 2, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a stone". Attempted "share stone with agent 0". Attempted "navigate to a tree". Attempted "share wood with agent 0". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: do</p> <p>navigate to: tree</p> <p>share: wood</p> <p>target_agent_id: 0</p>	<p>This is agent 2. In Episode: 1 ; Timestep: 88. My inventory contained wood: 2, stone: 1, wood_pickaxe: 1. In the past, I successfully gathered wood from a tree; I failed to share materials with Agent 0 due to insufficient resources. On collaboration, I aimed to help Agent 0 by collecting and sharing needed wood for crafting. I collected additional wood from a tree in front of me because it was vital to assist Agent 0. This action succeeded because I had the necessary tools. I planned to continue gathering wood to aid Agent 0 because helping him is our priority.</p>

agent_id	context	info	summary
	<p>- Furnace: still needs to be placed.</p> <p>### Prerequisites Check:</p> <p>- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.</p> <p>- For immediate goal: *Ready* 'collect_wood'</p> <p>- To satisfy the prerequisite, you made the following efforts recently towards collect_wood:</p> <p>- In step 86: Navigator to tree. .</p> <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>He is focusing on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0.</p> <p>You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If</p>		

agent_id		context	info	summary
		they don't need help, you should focus on advancing your tools.		
3	3	in progress	in progress	in progress
4	4	<p>### Last Experience Summary</p> <p>This is agent 4. In Episode: 1; Timestep: 87. My inventory contained wood: 4. In the past, I successfully shared wood with Agent 0; I navigated to the table and prepared to craft a wood_pickaxe. On collaboration, I noticed Agent 0 needed more resources, and Agent 3 was working on a stone pickaxe. I made a wood pickaxe because it was necessary for tool advancement and supporting others. This action succeeded because I had the required resources and was facing the table. I planned to work towards making a wood pickaxe to advance my capabilities and help my agents, considering current inventory and agent needs.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 88 steps into the episode. You are at loaction [30 22]. - Facing Direction: You are facing a table. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 7. - Current Inventory: sapling: 0, wood: 3, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a stone". Attempted "navigate to a tree". Attempted "navigate to a table". Attempted "share wood with agent 0". Attempted "make_wood_pickaxe".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_iron</p> <p>op: Navigator</p> <p>navigate to: iron</p> <p>share: iron</p> <p>target_agent_id: 0</p>	<p>This is agent 4. In Episode: 1; Timestep: 88. My inventory contained wood: 3, wood_pickaxe: 1. In the past, I successfully shared wood with Agent 0; I crafted a wood_pickaxe. On collaboration, Agent 0 needed iron, coal, and wood for an iron_pickaxe. I navigated to find iron to support my team. This action was in progress because I had to locate iron and coal. I planned to work towards helping Agent 0 by collecting necessary resources.</p>

agent_id	context	info	summary
	placed.		
	### Prerequisites Check: <ul style="list-style-type: none">- For long-term goal: Wood pickaxe is already made.- For immediate goal: Wood pickaxe is already made.- To satisfy the prerequisite, you made the following efforts recently towards make_wood_pickaxe:<ul style="list-style-type: none">- In step 87: make_wood_pickaxe. .		
	### Collaboration: Need Your Help!!! <p>Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood; He is focusing on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood; If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you. Else, work on advancing your tools.</p> <p>Agent 3 is working on 'make_stone_pickaxe', Missing 1 stone; He is focusing on 'collect_stone', everything is ready, should navigate to stone; If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you. Else, work on advancing your tools.</p>		
	### Collaboration Policy <p>You are agent 4. Your ultimate goal is help_agent 0 and help_agent 3. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required</p>		

agent_id	context	info	summary
	items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.		
5	5	in progress	in progress

25% | | 89/350 [15:20<44:58, 10.34s/it]

```

===== total step: 89 current s
tep: 89 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 6
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 6
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 32
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 2 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.TREE:
'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action do; current status: A
ctionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Ready* 'collect_stone'

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.IRON: 'iron'>, 0) with action move_rig
ht; current status: ActionStatus.IN_PROGRESS

```

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_iron': Missing 1 stone_pickaxe;

Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1 ; Timestep: 88. My inventory contained wood: 2, stone: 1, wood_pickaxe: 1. In the past, I successfully gathered wood from a tree; I failed to share materials with Agent 0 due to insufficient resources. On collaboration, I aimed to help Agent 0 by collecting and sharing needed wood for crafting. I collected additional wood from a tree in front of me because it was vital to assist Agent 0. This action succeeded because I had the necessary tools. I planned to continue gathering wood to aid Agent 0 because helping him is our priority.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 89 steps into the episode. You are at loaction [10 19]. - Facing Direction: You are facing a grass. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 7. - Current Inventory: sapling: 0, wood: 3, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "share stone with agent 0". Attempted "navigate to a tree". Attempted "share wood with agent 0". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_wood</p> <p>op: Navigator</p> <p>navigate to: tree</p> <p>share: wood</p> <p>target_agent_id: 0</p>	<p>This is agent 2. In Episode: 1 ; Timestep: 89. My inventory contained wood: 3, stone: 1, wood_pickaxe: 1. In the past, I successfully collected wood to assist Agent 0; I attempted to share materials with Agent 0 but lacked sufficient resources earlier. On collaboration, I prioritized helping Agent 0 by gathering wood and preparing to share. I navigated to a tree to collect wood because Agent 0 needed it for crafting. This action succeeded as I was equipped with the necessary tools. I planned to work towards 'help_agent' because aiding Agent 0 is essential for our collective goal.</p>

agent_id	context	info	summary
	<p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_wood': everything is ready, should navigate to tree; - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: <ul style="list-style-type: none"> - In step 88: do. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>He is focusing on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p>		

agent_id		context	info	summary
		!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.		
3	3	in progress	in progress	in progress
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
26% ██████████ 90/350 [15:36<45:05, 10.41s/it]				

```

===== total step: 90 current s
tep: 90 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 5
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 5
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 4
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 31
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action move_r
ight; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;
  - For immediate goal: *Ready* 'collect_stone'

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati

```

onItems.IRON: 'iron'>, <ShareableItems.IRON: 'iron'>, 0) with action move_right; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_iron': Missing 1 stone_pickaxe;

Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	in progress	in progress	in progress
3	3	<p>### Last Experience Summary This is agent 3. In Episode: 1 ; Timestep: 69. My inventory contained wood (1), wood_pickaxe (1). In the past, I successfully crafted a wood pickaxe; I failed to support Agent 2 effectively due to lack of resources. On collaboration, I noticed that Agents 0 and 2 did not need immediate help, so I focused on advancing my tools by planning to collect stone for a stone pickaxe. I navigated to find stone to support my tool progression, crucial for assisting other agents efficiently in the future.</p> <p>### Current Experience - This is episode 1. It is currently 90 steps into the episode. You are at loaction [14 22]. - Facing Direction: You are facing a stone. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 7. - Current Inventory: sapling: 0, wood: 1, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "share wood with agent 0". Attempted "navigate to a tree". Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a table". Attempted "make_wood_pickaxe". Attempted "navigate to a stone".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: do</p> <p>navigate to: stone</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 3. In Episode: 1 ; Timestep: 90. My inventory contained wood (1), wood_pickaxe (1). In the past, I attempted to share resources with Agent 0 but failed due to insufficient resources. I navigated to a stone but had yet to collect it. On collaboration, I planned to help Agent 0 by advancing my toolset to a stone pickaxe. I collected stone to advance my tools, leading to better support for Agent 0 in future steps. This action was in progress, as I was prepared to collect stone while facing its position. I planned to work towards helping Agent 0 because it is my ultimate goal. Once I acquire sufficient resources, I'll share and assist as needed.</p>

agent_id	context	info	summary
	placed.		
	<p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* <p>'make_stone_pickaxe': Missing 1 stone;</p> <ul style="list-style-type: none"> - For immediate goal: *Ready* <p>'collect_stone'</p> <ul style="list-style-type: none"> - To satisfy the prerequisite, you made the following efforts recently towards collect_stone: <ul style="list-style-type: none"> - In step 69: Navigator to stone. . 		
	<p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>He is focusing on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 2 is completing the task.</p>		
	<p>### Collaboration Policy</p> <p>You are agent 3. Your ultimate goal is help_agent 0 and help_agent 2. You should prioritize helping agent 0.</p> <p>Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Reconsider how you can help the previous agent.</p> <p>!!!Determine your current goal</p>		

agent_id		context	info	summary
		based on agents who need help. If they don't need help, you should focus on advancing your tools.		
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
26% ██████████ 91/350 [15:46<44:53, 10.40s/it]				

```

===== total step: 91 current s
tep: 91 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 4
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 4
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 30
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action move_u
p; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 3 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.STONE:
'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action
do; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.IRON: 'iron'>, 0) with action move_ri

```

ght; current status: **ActionStatus.IN_PROGRESS**

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_iron': Missing 1 stone_pickaxe;

Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: **ActionStatus.DONE**

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	in progress	in progress	in progress
3	3	<p>### Last Experience Summary</p> <p>This is agent 3. In Episode: 1 ; Timestep: 90. My inventory contained wood (1), wood_pickaxe (1). In the past, I attempted to share resources with Agent 0 but failed due to insufficient resources. I navigated to a stone but had yet to collect it. On collaboration, I planned to help Agent 0 by advancing my toolset to a stone pickaxe. I collected stone to advance my tools, leading to better support for Agent 0 in future steps. This action was in progress, as I was prepared to collect stone while facing its position. I planned to work towards helping Agent 0 because it is my ultimate goal. Once I acquire sufficient resources, I'll share and assist as needed.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 91 steps into the episode. You are at loaction [14 22]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 7. - Current Inventory: sapling: 0, wood: 1, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a table". Attempted "make_wood_pickaxe". Attempted "navigate to a stone". Attempted "do".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: Navigator</p> <p>navigate to: stone</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 3. In Episode: 1 ; Timestep: 91. My inventory contained wood (1), stone (1), wood_pickaxe (1). In the past, I successfully navigated to necessary resources; I failed to share resources as I didn't have enough in my inventory. On collaboration, I worked towards helping Agent 0 but needed to advance my tools further. I navigated to stone because I needed to collect more for tool crafting. This action was in progress, as I aimed to support Agent 0. I planned to work towards helping Agent 0 because collaboration is essential for success.</p>

agent_id	context	info	summary
	<ul style="list-style-type: none"> - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone; - To satisfy the prerequisite, you made the following efforts recently towards collect_stone: <ul style="list-style-type: none"> - In step 90: do. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>He is focusing on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 2 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 3. Your ultimate goal is help_agent 0 and help_agent 2. You should prioritize helping agent 0.</p> <p>Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p>		

agent_id		context	info	summary
		!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.		
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
27% ██████████ 93/350 [15:54<43:58, 10.27s/it]				

```

===== total step: 92 current s
tep: 92 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 39
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_up; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
- For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n;
- For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action move_u
p; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_wood': everything is read
y, should navigate to tree;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

```

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.IRON: 'iron'>, <ShareableItems.IRON: 'iron'>, 0) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_iron': Missing 1 stone_pickaxe;

Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;

===== total step: 93 current step: 93 =====

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

length route 2

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

length route 2

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

length route 1

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

length route 1

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

length route 38

Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_up; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_0/knowledge_graph_1.html

agent_0

Prerequisites Check:

- For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iron;
- For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iron;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_1/knowledge_graph_1.html

agent_1

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Ready* 'collect_stone'

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.IRON: 'iron'>, <ShareableItems.IRON: 'iron'>, 0) with action move_left; current status: ActionStatus.IN_PROGRESS

onItems.TREE: 'tree'>, <ShareableItems.WOOD: 'wood'>, 0) with action move_right; current status: ActionStatus.ALMOST_DONE

Knowledge graph saved to results/agent_2/knowledge_graph_1.html

agent_2

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Ready* 'collect_wood'

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_down; current status: ActionStatus.ALMOST_DONE

Knowledge graph saved to results/agent_3/knowledge_graph_1.html

agent_3

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Ready* 'collect_stone'

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.IRON: 'iron'>, <ShareableItems.IRON: 'iron'>, 0) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_iron': Missing 1 stone_pickaxe;

Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1 ; Timestep: 89. My inventory contained wood: 3, stone: 1, wood_pickaxe: 1. In the past, I successfully collected wood to assist Agent 0; I attempted to share materials with Agent 0 but lacked sufficient resources earlier. On collaboration, I prioritized helping Agent 0 by gathering wood and preparing to share. I navigated to a tree to collect wood because Agent 0 needed it for crafting. This action succeeded as I was equipped with the necessary tools. I planned to work towards 'help_agent' because aiding Agent 0 is essential for our collective goal.</p> <p>### Current Experience</p> <p>- This is episode 1. It is currently 93 steps into the episode. You are at loaction [11 17].</p> <p>- Facing Direction: You are facing a tree.</p> <p>- Current Health Stats: health: 9, food: 6, drink: 5, energy: 6.</p> <p>- Current Inventory: sapling: 0, wood: 3, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "share wood with agent 0". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree".</p> <p>### Crafting Station Availability:</p> <p>- Table: placed alerady; Do NOT work on place_table again.</p> <p>- Furnace: still needs to be placed.</p>	<p>long_term_goal: help_agent</p> <p>current_goal: share</p> <p>op: share</p> <p>navigate to: not_applicable</p> <p>share: wood</p> <p>target_agent_id: 0</p> <p>This is agent 2. In Episode: 1 ; Timestep: 93. My inventory contained wood: 3, stone: 1, wood_pickaxe: 1. In the past, I successfully collected wood to assist Agent 0; I attempted to share materials with Agent 0 but lacked sufficient resources earlier. On collaboration, I prioritized helping Agent 0 by gathering wood. I shared wood because Agent 0 needed it for crafting the iron_pickaxe. This action succeeded as I had sufficient wood in my inventory. I planned to work towards 'help_agent' because aiding Agent 0 is essential for our collective goal.</p>	

agent_id	context	info	summary
	<p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Ready* 'collect_wood' - To satisfy the prerequisite, you made the following efforts recently towards collect_wood: <ul style="list-style-type: none"> - In step 89: Navigator to tree. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>He is focusing on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 1 is working on 'collect_stone'</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p>		

agent_id	context	info	summary
	<p>Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3 3	<p>### Last Experience Summary This is agent 3. In Episode: 1 ; Timestep: 91. My inventory contained wood (1), stone (1), wood_pickaxe (1). In the past, I successfully navigated to necessary resources; I failed to share resources as I didn't have enough in my inventory. On collaboration, I worked towards helping Agent 0 but needed to advance my tools further. I navigated to stone because I needed to collect more for tool crafting. This action was in progress, as I aimed to support Agent 0. I planned to work towards helping Agent 0 because collaboration is essential for success.</p> <p>### Current Experience - This is episode 1. It is currently 93 steps into the episode. You are at loaction [13 22]. - Facing Direction: You are facing a stone. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 6. - Current Inventory: sapling: 0, wood: 1, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a table". Attempted "make_wood_pickaxe". Attempted "navigate to a stone". Attempted "do". Attempted</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: do</p> <p>navigate to: stone</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 3. In Episode: 1 ; Timestep: 93. My inventory contained wood (1), stone (1), wood_pickaxe (1). In the past, I successfully navigated to stone; I failed to collect enough resources to aid Agent 0 when needed most. On collaboration, I needed to focus on advancing tools to share resources. I navigated to and collected stone because it was necessary for crafting a stone pickaxe. This action was in progress, as I aimed to support Agent 0 and Agent 2. I planned to work towards helping other agents because collaboration enhances resource gathering and tool making.</p>

agent_id	context	info	summary
	<p>"navigate to a stone".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Ready* 'collect_stone' - To satisfy the prerequiste, you made the following efforts recently towards collect_stone: <ul style="list-style-type: none"> - In step 91: Navigator to stone. <p>.</p> <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>He is focusing on 'make_iron_pickaxe', Missing 1 iron; Missing 1 coal; Missing 1 wood;</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 2 is working on 'collect_wood'</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>### Collaboration Policy</p> <p>You are agent 3. Your ultimate goal is help_agent 0 and</p>		

agent_id		context	info	summary
		<p>help_agent 2. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
27% ██████████ 94/350 [16:05<43:49, 10.27s/it]				

```

===== total step: 94 current s
tep: 94 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 37
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_right; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n;
  - For immediate goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iro
n;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Ready* 'collect_stone'

Player 2 is doing (<ActionType.share: 'share'>, <NavigationDestinationItems.
NOT_APPICABLE: 'not_applicable'>, <ShareableItems.WOOD: 'wood'>, 0) with act
ion noop; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Goal 'share' will work if and only if you have the m
aterial in your inventory. Double check!

Player 3 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.STONE:
'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action
do; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.IRON: 'iron'>, 0) with action move_le
ft; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
agent_4

```

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_iron': Missing 1 stone_pickaxe;

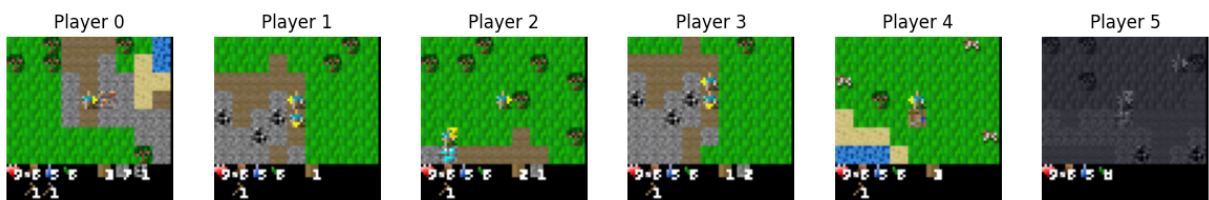
Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id	context	info	summary
0 0	<p>### Last Experience Summary</p> <p>This is agent 0. In Episode: 1 ; Timestep: 60. My inventory contained stone, wood_pickaxe, and stone_pickaxe. In the past, I successfully navigated to the table and crafted tools; I failed to make an iron_pickaxe due to missing materials. On collaboration, Agent 1 shared resources with me. I crafted a stone pickaxe because it is necessary to advance towards collecting a diamond. This action was in progress because it does not exist in my inventory. I planned to work towards making an iron_pickaxe because enhancing tool quality is crucial for progress.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 94 steps into the episode. You are at loaction [43 4]. - Facing Direction: You are facing a iron. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 6. - Current Inventory: sapling: 0, wood: 3, stone: 7, coal: 1, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 1, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a table". Attempted "make_wood_pickaxe". Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a table". Attempted "make_stone_pickaxe". Attempted "navigate to a iron".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table 	<p>long_term_goal: make_iron_pickaxe</p> <p>current_goal: collect_iron</p> <p>op: do</p> <p>navigate to: iron</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 0. In Episode: 1 ; Timestep: 94. My inventory contained wood, stone, coal, wood_pickaxe, and stone_pickaxe. In the past, I successfully navigated to the iron location, but couldn't collect iron yet. Agent 1 shared resources with me.</p> <p>I navigated to face iron because I need it to make an iron pickaxe. My long term goal is to make an iron pickaxe, as it's essential for collecting diamonds. I planned to continue collecting iron, as it is crucial for crafting an iron pickaxe.</p>

agent_id	context	info	summary
	<p>again.</p> <ul style="list-style-type: none"> - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* <p>'make_iron_pickaxe': Missing 1 iron;</p> <ul style="list-style-type: none"> - For immediate goal: *Cannot complete* <p>'make_iron_pickaxe': Missing 1 iron;</p> <ul style="list-style-type: none"> - To satisfy the prerequisite, you made the following efforts recently towards make_iron_pickaxe: - In step 60: Navigator to iron. . <p>### Collaboration: Need Your Help</p> <p>You are agent 0. Focus on your tasks while other agents share resources with you. Once you craft an iron_pickaxe, you should share it to agent 5</p>		
1 1	<p>### Last Experience Summary</p> <p>This is agent 1. In Episode: 1; Timestep: 73. My inventory contained wood: 1, wood_pickaxe: 1. In the past, I successfully crafted a wood pickaxe at a table; I failed to collect stone as I didn't navigate to the right location. On collaboration, I planned to assist Agent 0 by collecting stone and sharing it. I navigated to a virtual location that would allow me to collect stone because I needed to help Agent 0. This action was in progress, as I needed to reach and successfully gather stone. I planned to work towards helping my team by sharing resources promptly.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 94 steps into the episode. You are at loaction [13 21]. - Facing Direction: You are facing a stone. 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: do</p> <p>navigate to: stone</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent 1. In Episode: 1; Timestep: 94. My inventory contained wood: 1, wood_pickaxe: 1. In the past, I successfully crafted a wood pickaxe; I failed to collect stone due to navigational errors. On collaboration, I focused on helping Agent 0 by collecting and preparing to share stone. I successfully navigated and faced a stone because I needed to collect it for Agent 0. This action was in progress as I prepared to collect the stone. I planned to work towards helping my team by supporting Agent 0 with necessary resources.</p>

agent_id	context	info	summary
	<p>- Current Health Stats: health: 9, food: 6, drink: 5, energy: 6.</p> <p>- Current Inventory: sapling: 0, wood: 1, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "navigate to a tree".</p> <p>Attempted "do". Attempted "navigate to a stone".</p> <p>Attempted "do". Attempted "navigate to a table".</p> <p>Attempted "make_wood_pickaxe".</p> <p>Attempted "navigate to a stone".</p> <p>### Crafting Station</p> <p>Availability:</p> <p>- Table: placed alerady; Do NOT work on place_table again.</p> <p>- Furnace: still needs to be placed.</p> <p>### Prerequisites Check:</p> <p>- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.</p> <p>- For immediate goal: *Ready* 'collect_stone'</p> <p>- To satisfy the prerequisite, you made the following efforts recently towards collect_stone:</p> <p>- In step 73: Navigator to stone. .</p> <p>### Collaboration: Need Your Help!!!</p> <p>While other agents working towards make_iron_pickaxe, your long-term goal and current goal should be !!share stone to agent 0!! You should focus on !!collect stone!! and share stone immediately.</p> <p>### Collaboration Policy</p> <p>You are agent 1. Your ultimate goal is help_agent 0.</p>		

agent_id	context	info	summary
	You long-term goal should be help_agent 0. Your current goal should be collect and share stone.		
2 2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1 ; Timestep: 93. My inventory contained wood: 3, stone: 1, wood_pickaxe: 1. In the past, I successfully collected wood to assist Agent 0; I attempted to share materials with Agent 0 but lacked sufficient resources earlier. On collaboration, I prioritized helping Agent 0 by gathering wood. I shared wood because Agent 0 needed it for crafting the iron_pickaxe. This action succeeded as I had sufficient wood in my inventory. I planned to work towards 'help_agent' because aiding Agent 0 is essential for our collective goal.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 94 steps into the episode. You are at loaction [11 17]. - Facing Direction: You are facing a tree. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 6. - Current Inventory: sapling: 0, wood: 2, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "share wood with agent 0". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "share wood with agent 0".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: Navigator</p> <p>navigate to: stone</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 2. In Episode: 1 ; Timestep: 94. My inventory contained wood: 2, stone: 1, wood_pickaxe: 1. In the past, I successfully gathered wood and shared it with Agent 0; I failed to navigate effectively due to resource constraints. On collaboration, I mainly assisted Agent 0 by providing necessary materials for crafting. I shared wood because it was essential for Agent 0's progression. This action succeeded as it facilitated tool crafting for Agent 0. I planned to work towards 'help_agent' because supporting Agent 0 is crucial for achieving the diamond collection faster. I navigated towards stone to gather more resources for tool advancement and collaboration needs. This action was in progress, aiming to fulfill tool and resource requirements for my team.</p>

agent_id	context	info	summary
	<p>again.</p> <ul style="list-style-type: none"> - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check! - To satisfy the prerequisite, you made the following efforts recently towards share: <ul style="list-style-type: none"> - In step 93: share wood to target agent. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron;</p> <p>He is focusing on 'make_iron_pickaxe', Missing 1 iron;</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 1 is working on 'collect_stone'</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0.</p> <p>Your long-term goal should be 'help_agent'. You can do so by</p>		

agent_id	context	info	summary
	<p>sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3 3	<p>### Last Experience Summary</p> <p>This is agent 3. In Episode: 1 ; Timestep: 93. My inventory contained wood (1), stone (1), wood_pickaxe (1). In the past, I successfully navigated to stone; I failed to collect enough resources to aid Agent 0 when needed most. On collaboration, I needed to focus on advancing tools to share resources. I navigated to and collected stone because it was necessary for crafting a stone pickaxe. This action was in progress, as I aimed to support Agent 0 and Agent 2. I planned to work towards helping other agents because collaboration enhances resource gathering and tool making.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 94 steps into the episode. You are at loaction [13 22]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 6. - Current Inventory: sapling: 0, wood: 1, stone: 2, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 	<p>long_term_goal: help_agent</p> <p>current_goal: share</p> <p>op: share</p> <p>navigate to: not_applicable</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent 3. In Episode: 1 ; Timestep: 94. My inventory contained wood (1), stone (2), wood_pickaxe (1). In the past, I successfully attempted to collect stone, but failed to gather advanced materials. On collaboration, I prioritized sharing with Agent 0 and tried improving tools. I shared stone with Agent 0 because they needed resources to focus on making an iron pickaxe. This action succeeded as a temporary aid while lacking iron resources. I planned to work towards helping agents by advancing tools as needed.</p>

agent_id	context	info	summary
	0.		
	<p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "do". Attempted "navigate to a table". Attempted "make_wood_pickaxe". Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a stone". Attempted "do".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* <p>'collect_stone': everything is ready, should navigate to stone;</p> <ul style="list-style-type: none"> - To satisfy the prerequisite, you made the following efforts recently towards collect_stone: - In step 93: do. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'make_iron_pickaxe', Missing 1 iron;</p> <p>He is focusing on 'make_iron_pickaxe', Missing 1 iron;</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 2 is working on Goal 'share' will work if and only if</p>		

agent_id		context	info	summary
		<p>you have the material in your inventory. Double check! If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you. Else, work on advancing your tools.</p> <p>### Collaboration Policy You are agent 3. Your ultimate goal is help_agent 0 and help_agent 2. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
27% ██████████ 95/350 [16:17<43:43, 10.29s/it]				

```

===== total step: 95 current s
tep: 95 =====
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 5
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 36
Player 0 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.IRON:
'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action
do; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': everything is
ready, should navigate to furnace; need to place a furnace first, and Missi
ng -4 stone, and navigate to grass to place it;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.STONE:
'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action do; current statu
s: ActionStatus.DONE
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.share: 'share'>, <NavigationDestinationItems.
NOT_APPICABLE: 'not_applicable'>, <ShareableItems.STONE: 'stone'>, 0) with a
ction noop; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Goal 'share' will work if and only if you have the m
aterial in your inventory. Double check!

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.IRON: 'iron'>, 0) with action move_le
ft; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
agent_4
### Prerequisites Check:

```

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_iron': Missing 1 stone_pickaxe;

Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id	context	info	summary
0 0	<p>### Last Experience Summary</p> <p>This is agent 0. In Episode: 1 ; Timestep: 94. My inventory contained wood, stone, coal, wood_pickaxe, and stone_pickaxe. In the past, I successfully navigated to the iron location, but couldn't collect iron yet. Agent 1 shared resources with me. I navigated to face iron because I need it to make an iron pickaxe. My long term goal is to make an iron pickaxe, as it's essential for collecting diamonds. I planned to continue collecting iron, as it is crucial for crafting an iron pickaxe.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 95 steps into the episode. You are at loaction [43 4]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 6. - Current Inventory: sapling: 0, wood: 3, stone: 8, coal: 1, iron: 1, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 1, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "make_wood_pickaxe".</p> <p>Attempted "navigate to a stone". Attempted "do".</p> <p>Attempted "navigate to a table". Attempted "make_stone_pickaxe".</p> <p>Attempted "navigate to a iron". Attempted "do".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. 	<p>long_term_goal: make_iron_pickaxe</p> <p>current_goal: make_iron_pickaxe</p> <p>op: Navigator</p> <p>navigate to: grass</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 0. In Episode: 1 ; Timestep: 95. My inventory contained wood, stone, coal, iron, wood_pickaxe, and stone_pickaxe. In the past, I successfully navigated to the stone location; I failed to collect iron because a furnace must be placed first. On collaboration, Agent 1 shared resources with me to aid in crafting an iron pickaxe. I navigated to grass to set up the furnace as it is the next step needed to craft the iron pickaxe. This action was in progress as I needed to have all prerequisites ready. I planned to work towards making an iron pickaxe because it is needed to collect diamonds and win the game.</p>

agent_id	context	info	summary
	<p>- Furnace: still needs to be placed.</p> <p>### Prerequisites Check:</p> <p>- For long-term goal:</p> <p>*Cannot complete*</p> <p>'make_iron_pickaxe':</p> <p>everything is ready, should navigate to furnace; need to place a furnace first, and Missing -4 stone, and navigate to grass to place it;</p> <p>- For immediate goal: should work on long-term goal now.</p> <p>- To satisfy the prerequisite, you made the following efforts recently towards collect_iron:</p> <p>- In step 94: do. .</p> <p>### Collaboration: Need Your Help</p> <p>You are agent 0. Focus on your tasks while other agents share resources with you.</p> <p>Once you craft an iron_pickaxe, you should share it to agent 5</p>		
1 1	<p>### Last Experience Summary</p> <p>This is agent 1. In Episode: 1; Timestep: 94. My inventory contained wood: 1, wood_pickaxe: 1. In the past, I successfully crafted a wood pickaxe; I failed to collect stone due to navigational errors. On collaboration, I focused on helping Agent 0 by collecting and preparing to share stone. I successfully navigated and faced a stone because I needed to collect it for Agent 0. This action was in progress as I prepared to collect the stone. I planned to work towards helping my team by supporting Agent 0 with necessary resources.</p> <p>### Current Experience</p> <p>- This is episode 1. It is currently 95 steps into the episode. You are at loaction [13 21].</p> <p>- Facing Direction: You are facing a path.</p>	<p>long_term_goal: help_agent</p> <p>current_goal: share</p> <p>op: share</p> <p>navigate to: not_applicable</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent 1. In Episode: 1; Timestep: 95. My inventory contained wood: 1, stone: 1, wood_pickaxe: 1. In the past, I successfully navigated to collect resources; I failed to navigate correctly to a stone until recently. On collaboration, I focused on helping Agent 0 by preparing to share stone. I shared a stone with agent 0 because it is my role to support them in achieving the diamond collection. This action succeeded, ensuring I contributed effectively to my team's goal. I planned to work towards helping Agent 0 achieve the diamond collection because it is our collaborative target.</p>

agent_id	context	info	summary
	<p>- Current Health Stats: health: 9, food: 6, drink: 5, energy: 6.</p> <p>- Current Inventory: sapling: 0, wood: 1, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "do". Attempted "navigate to a stone".</p> <p>Attempted "do". Attempted "navigate to a table".</p> <p>Attempted "make_wood_pickaxe".</p> <p>Attempted "navigate to a stone". Attempted "do".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* <p>'collect_stone': everything is ready, should navigate to stone;</p> <ul style="list-style-type: none"> - To satisfy the prerequisite, you made the following efforts recently towards collect_stone: <ul style="list-style-type: none"> - In step 94: do. . <p>### Collaboration: Need Your Help!!!</p> <p>While other agents working towards make_iron_pickaxe, your long-term goal and current goal should be !!share stone to agent 0!! You should focus on !!collect stone!! and share stone immediately.</p> <p>### Collaboration Policy</p>		

agent_id		context	info	summary
		<p>You are agent 1. Your ultimate goal is help_agent 0.</p> <p>You long-term goal should be help_agent 0. Your current goal should be collect and share stone.</p>		
2	2	in progress	in progress	in progress
3	3	<p>### Last Experience Summary</p> <p>This is agent 3. In Episode: 1 ; Timestep: 94. My inventory contained wood (1), stone (2), wood_pickaxe (1). In the past, I successfully attempted to collect stone, but failed to gather advanced materials. On collaboration, I prioritized sharing with Agent 0 and tried improving tools. I shared stone with Agent 0 because they needed resources to focus on making an iron pickaxe. This action succeeded as a temporary aid while lacking iron resources. I planned to work towards helping agents by advancing tools as needed.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 95 steps into the episode. You are at loaction [13 22]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 6. - Current Inventory: sapling: 0, wood: 1, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "navigate to a table". Attempted "make_wood_pickaxe". Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a</p>	<p>long_term_goal: help_agent</p> <p>current_goal: make_stone_pickaxe</p> <p>op: Navigator</p> <p>navigate to: stone</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 3. In Episode: 1 ; Timestep: 95. My inventory contained wood (1), stone (1), and wood_pickaxe (1). In the past, I successfully shared stone with Agent 0; I failed to gather additional advanced materials needed for crafting. On collaboration, I prioritized sharing resources when possible. I shared stone with Agent 0 because they needed it for crafting. This action succeeded as it helped them progress in their tasks. I planned to work towards making a stone pickaxe because no immediate help is required by others. By advancing my own tools, I can provide better support later. I focused on navigating to collect stone as an essential step in crafting more advanced tools.</p>

agent_id	context	info	summary
	<p>stone". Attempted "do". Attempted "share stone with agent 0".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check! - To satisfy the prerequisite, you made the following efforts recently towards share: - In step 94: share stone to target agent. .</p> <p>### Collaboration: Need Your Help!!! Agent 0 is completing its task. You should focus on advancing your tools. Agent 2 is completing the task.</p> <p>### Collaboration Policy You are agent 3. Your ultimate goal is help_agent 0 and help_agent 2. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal</p>		

agent_id		context	info	summary
		based on agents who need help. If they don't need help, you should focus on advancing your tools.		
4	4	in progress	in progress	in progress
5	5	in progress	in progress	in progress
27% ██████████ 96/350 [16:42<44:12, 10.44s/it]				

```

===== total step: 96 current s
tep: 96 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 4
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 35
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.GRASS: 'grass'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': everything is
ready, should navigate to furnace; need to place a furnace first, and Missi
ng -5 stone, and navigate to grass to place it;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.share: 'share'>, <NavigationDestinationItems.
NOT_APPICABLE: 'not_applicable'>, <ShareableItems.STONE: 'stone'>, 0) with a
ction noop; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Goal 'share' will work if and only if you have the m
aterial in your inventory. Double check!

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_stone_pickaxe': everything i
s ready, should navigate to table;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.IRON: 'iron'>, 0) with action move_u

```

p; current status: **ActionStatus.IN_PROGRESS**

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_iron': Missing 1 stone_pickaxe;

Player 5 is doing (<ActionType.sleep: 'sleep'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action sleep; current status: **ActionStatus.DONE**

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id		context	info	summary
0	0	in progress	in progress	in progress
1	1	<p>### Last Experience Summary</p> <p>This is agent 1. In Episode: 1; Timestep: 95. My inventory contained wood: 1, stone: 1, wood_pickaxe: 1. In the past, I successfully navigated to collect resources; I failed to navigate correctly to a stone until recently. On collaboration, I focused on helping Agent 0 by preparing to share stone. I shared a stone with agent 0 because it is my role to support them in achieving the diamond collection. This action succeeded, ensuring I contributed effectively to my team's goal. I planned to work towards helping Agent 0 achieve the diamond collection because it is our collaborative target.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 96 steps into the episode. You are at loaction [13 21]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 6. - Current Inventory: sapling: 0, wood: 1, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a table". Attempted "make_wood_pickaxe". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: Navigator</p> <p>navigate to: stone</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent 1. In Episode: 1; Timestep: 96. My inventory contained wood: 1, wood_pickaxe: 1. In the past, I successfully shared stone with Agent 0; I failed to collect additional stone for sharing. On collaboration, I focused on supporting Agent 0 by collecting resources. I navigated towards stone because sharing stone is crucial for the team's success in reaching the diamond. This action was in progress. I planned to work towards helping Agent 0 because it aligns with our collaborative goals.</p>

agent_id	context	info	summary
	<p>'help_agent' requires you to help the agent immediately if you do have the material in your inventory.</p> <ul style="list-style-type: none"> - For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check! - To satisfy the prerequisite, you made the following efforts recently towards share: <ul style="list-style-type: none"> - In step 95: share stone to target agent. . <p>### Collaboration: Need Your Help!!!</p> <p>While other agents working towards make_iron_pickaxe, your long-term goal and current goal should be !!share stone to agent 0!! You should focus on !!collect stone!! and share stone immediately.</p> <p>### Collaboration Policy</p> <p>You are agent 1. Your ultimate goal is help_agent 0. You long-term goal should be help_agent 0. Your current goal should be collect and share stone.</p>		
2 2	in progress	in progress	in progress
3 3	in progress	in progress	in progress
4 4	in progress	in progress	in progress
5 5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1; Timestep: 72. My inventory contained nothing. In the past, I successfully navigated to the diamond; I failed to collect it without an iron pickaxe. On collaboration, Agent 4 was sharing the iron pickaxe, but there was a delay. I slept to recover energy while waiting for the iron pickaxe because it's essential for collecting the diamond. This action was planned because energy recovery is necessary while inactive. I planned to work towards collecting the diamond because it fulfills our team goal.</p>	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 5. In Episode: 1; Timestep: 96. My inventory contained nothing. In the past, I successfully navigated to the diamond; I failed to collect it without an iron pickaxe. On collaboration, Agent 4 was supposed to share the iron pickaxe, but I did not receive it yet. I waited to collect the diamond because the iron_pickaxe is essential for this action. This action failed because the tool was not in my inventory. I planned to work towards collecting</p>

agent_id	context	info	summary
	<p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 96 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 9. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "sleep".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - To satisfy the prerequisite, you made the following efforts recently towards collect_diamond: <ul style="list-style-type: none"> - In step 59: noop. ; in In step 60: noop. ; in In step 61: noop. ; in In step 62: noop. ; in In step 63: noop. ; in In step 64: noop. ; in In step 65: noop. ; in In step 66: noop. ; in In step 67: noop. ; in In step 68: noop. ; in In step 69: noop. ; in In step 70: noop. ; in In step 71: noop. ; in In step 72: sleep. . <p>### Collaboration: Need Your Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You</p>		the diamond because it was our team goal, but depended on receiving essential resources from another agent.

agent_id	context	info	summary
	<p>should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
28%		97/350	[16:54<44:05, 10.46s/it]

```

===== total step: 97 current s
tep: 97 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 34
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.GRASS: 'grass'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': everything is
ready, should navigate to furnace; need to place a furnace first, and Missi
ng -5 stone, and navigate to grass to place it;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_stone_pickaxe': everything i
s ready, should navigate to table;

```

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.IRON: 'iron'>, <ShareableItems.IRON: 'iron'>, 0) with action move_left; current status: ActionStatus.IN_PROGRESS

Knowledge graph saved to results/agent_4/knowledge_graph_1.html

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_iron': Missing 1 stone_pickaxe;

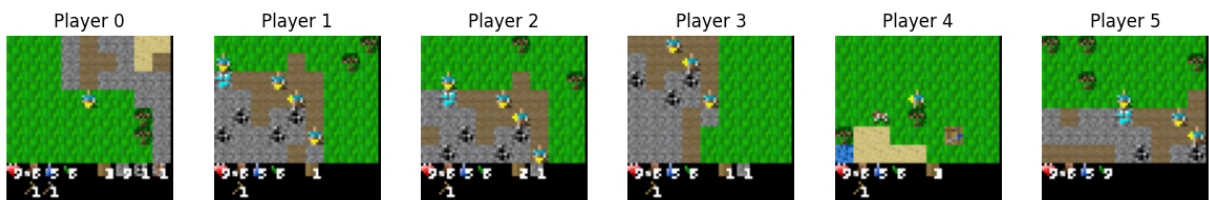
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id	context	info	summary
0 0	<p>### Last Experience Summary</p> <p>This is agent 0. In Episode: 1 ; Timestep: 95. My inventory contained wood, stone, coal, iron, wood_pickaxe, and stone_pickaxe. In the past, I successfully navigated to the stone location; I failed to collect iron because a furnace must be placed first. On collaboration, Agent 1 shared resources with me to aid in crafting an iron pickaxe. I navigated to grass to set up the furnace as it is the step needed to craft the iron pickaxe. This action was in progress as I needed to have all prerequisites ready. I planned to work towards making an iron pickaxe because it is needed to collect diamonds and win the game.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 97 steps into the episode. You are at loaction [43 6]. - Facing Direction: You are facing a grass. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 6. - Current Inventory: sapling: 0, wood: 3, stone: 9, coal: 1, iron: 1, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 1, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a table". Attempted "make_stone_pickaxe". Attempted "navigate to a iron". Attempted "do". Attempted "navigate to a grass".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p>	<p>long_term_goal: make_iron_pickaxe</p> <p>current_goal: place_furnace</p> <p>op: noop</p> <p>navigate to: not_applicable</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 0. In Episode: 1 ; Timestep: 97. My inventory contained wood, stone, coal, iron, wood_pickaxe, and stone_pickaxe. In the past, I successfully navigated to a grass location; I failed to create an iron pickaxe because I needed to place a furnace first. On collaboration, I was being supported by Agent 1 to gather resources for crafting an iron pickaxe. I was ready to place a furnace because it is necessary for making the iron pickaxe. This action was in progress as I lacked enough stone. I planned to work towards making an iron pickaxe because it is needed to collect diamonds and win the game.</p>

agent_id	context	info	summary
	<ul style="list-style-type: none"> - For long-term goal: *Cannot complete* 'make_iron_pickaxe': everything is ready, should navigate to furnace; need to place a furnace first, and Missing -5 stone, and navigate to grass to place it; - For immediate goal: should work on long-term goal now. - To satisfy the prerequisite, you made the following efforts recently towards make_iron_pickaxe: <ul style="list-style-type: none"> - In step 95: Navigator to grass. . <p>### Collaboration: Need Your Help</p> <p>You are agent 0. Focus on your tasks while other agents share resources with you. Once you craft an iron_pickaxe, you should share it to agent 5</p>		
1 1	in progress	in progress	in progress
2 2	in progress	in progress	in progress
3 3	<p>### Last Experience Summary</p> <p>This is agent 3. In Episode: 1 ; Timestep: 95. My inventory contained wood (1), stone (1), and wood_pickaxe (1). In the past, I successfully shared stone with Agent 0; I failed to gather additional advanced materials needed for crafting. On collaboration, I prioritized sharing resources when possible. I shared stone with Agent 0 because they needed it for crafting. This action succeeded as it helped them progress in their tasks. I planned to work towards making a stone pickaxe because no immediate help is required by others. By advancing my own tools, I can provide better support later. I focused on navigating to collect stone as an essential step in crafting more advanced tools.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 97 steps into the episode. You are at loaction [13 	<p>long_term_goal: help_agent</p> <p>current_goal: share</p> <p>op: share</p> <p>navigate to: not_applicable</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent 3. In Episode: 1 ; Timestep: 97. My inventory contained wood (1), stone (1), and wood_pickaxe (1). In the past, I successfully navigated to stone; I failed to make stone_pickaxe as it required navigating to a table. On collaboration, agent 0 needed stone. I shared stone with agent 0 because they required it for crafting. This action succeeded, as I had stone available. I planned to work towards helping agent 0 and advancing my own tool crafting when no immediate help was needed.</p>

agent_id	context	info	summary
	<p>23].</p> <ul style="list-style-type: none">- Facing Direction: You are facing a stone.- Current Health Stats: health: 9, food: 6, drink: 5, energy: 6.- Current Inventory: sapling: 0, wood: 1, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "make_wood_pickaxe".</p> <p>Attempted "navigate to a stone".</p> <p>Attempted "do". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone".</p> <p>### Crafting Station Availability:</p> <ul style="list-style-type: none">- Table: placed alerady; Do NOT work on place_table again.- Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.- For immediate goal: *Cannot complete* 'make_stone_pickaxe': everything is ready, should navigate to table;- To satisfy the prerequisite, you made the following efforts recently towards make_stone_pickaxe:<ul style="list-style-type: none">- In step 95: Navigator to stone. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 2 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 3. Your ultimate goal is help_agent 0 and help_agent 2. You should</p>		

agent_id		context	info	summary
		<p>prioritize helping agent 0.</p> <p>You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help.</p> <p>If they don't need help, you should focus on advancing your tools.</p>		
4	4	in progress	in progress	in progress
5	5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1; Timestep: 96. My inventory contained nothing. In the past, I successfully navigated to the diamond; I failed to collect it without an iron pickaxe. On collaboration, Agent 4 was supposed to share the iron pickaxe, but I did not receive it yet. I waited to collect the diamond because the iron_pickaxe is essential for this action. This action failed because the tool was not in my inventory. I planned to work towards collecting the diamond because it was our team goal, but depended on receiving essential resources from another agent.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 97 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 9. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: 4</p>	<p>This is agent 5. In Episode: 1; Timestep: 97. My inventory contained nothing. In the past, I successfully navigated to the diamond; I failed to collect it without an iron pickaxe. On collaboration, Agent 4 was supposed to share the iron pickaxe, but I did not receive it yet. I waited at the diamond location because the iron_pickaxe is essential for this action. This action was in progress because I needed to receive the tool from another agent. I planned to work towards collecting the diamond because it was our team goal.</p>

agent_id	context	info	summary
	<p>0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "sleep". Attempted "noop".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - To satisfy the prerequiste, you made the following efforts recently towards collect_diamond: - In step 59: noop. ; in In step 60: noop. ; in In step 61: noop. ; in In step 62: noop. ; in In step 63: noop. ; in In step 64: noop. ; in In step 65: noop. ; in In step 66: noop. ; in In step 67: noop. ; in In step 68: noop. ; in In step 69: noop. ; in In step 70: noop. ; in In step 71: noop. ; in In step 72: sleep. ; in In step 96: noop. .</p> <p>### Collaboration: Need Your Help!!! While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect</p>		

agent_id	context	info	summary
	the diamond. Other agents will share the tool with you.		
28% ██████████		98/350 [17:05<43:56, 10.46s/it]	

```

===== total step: 98 current s
tep: 98 =====
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 33
Player 0 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.NO
T_APPICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applica
ble'>, -1) with action noop; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_iron_pickaxe': everything is
ready, should navigate to furnace; need to place a furnace first, and Missi
ng -6 stone, and navigate to grass to place it;
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.share: 'share'>, <NavigationDestinationItems.
NOT_APPICABLE: 'not_applicable'>, <ShareableItems.STONE: 'stone'>, 0) with a
ction noop; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: Goal 'share' will work if and only if you have the m
aterial in your inventory. Double check!

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.IRON: 'iron'>, 0) with action move_le
ft; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_4/knowledge_graph_1.html

```

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_iron': Missing 1 stone_pickaxe;

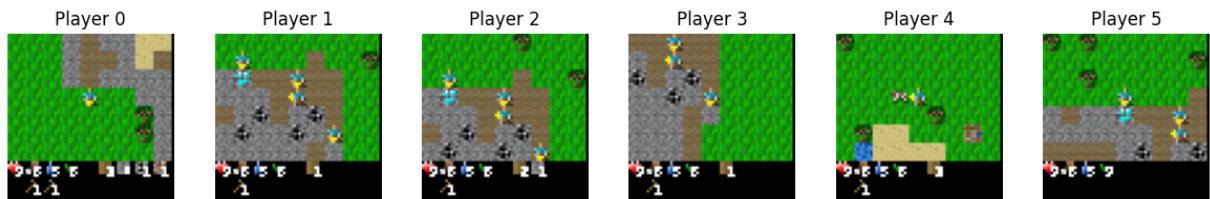
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, 4) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id	context	info	summary
0 0	<p>### Last Experience Summary This is agent 0. In Episode: 1 ; Timestep: 97. My inventory contained wood, stone, coal, iron, wood_pickaxe, and stone_pickaxe. In the past, I successfully navigated to a grass location; I failed to create an iron pickaxe because I needed to place a furnace first. On collaboration, I was being supported by Agent 1 to gather resources for crafting an iron pickaxe. I was ready to place a furnace because it is necessary for making the iron pickaxe. This action was in progress as I lacked enough stone. I planned to work towards making an iron pickaxe because it is needed to collect diamonds and win the game.</p> <p>### Current Experience - This is episode 1. It is currently 98 steps into the episode. You are at loaction [43 6]. - Facing Direction: You are facing a grass. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 6. - Current Inventory: sapling: 0, wood: 3, stone: 10, coal: 1, iron: 1, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 1, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "do". Attempted "navigate to a table". Attempted "make_stone_pickaxe". Attempted "navigate to a iron". Attempted "do". Attempted "navigate to a grass". Attempted "noop".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table</p>	<p>long_term_goal: make_iron_pickaxe</p> <p>current_goal: place_furnace</p> <p>op: place_furnace</p> <p>navigate to: not_applicable</p> <p>share: not_applicable</p> <p>target_agent_id: 5</p>	<p>This is agent 0. In Episode: 1 ; Timestep: 98. My inventory contained wood, stone, coal, iron, wood_pickaxe, and stone_pickaxe. In the past, I successfully navigated to a grass location; I failed to create an iron pickaxe because I needed to place a furnace first. On collaboration, I was being supported by Agent 1 to gather resources for crafting an iron pickaxe. I placed a furnace because it is necessary for making the iron pickaxe. This action was in progress due to previously missing materials. I planned to work towards making an iron pickaxe because it is needed to collect diamonds and win the game. I will share the iron pickaxe with agent 5 once crafted.</p>

agent_id		context	info	summary
		<p>again.</p> <ul style="list-style-type: none"> - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* <p>'make_iron_pickaxe':</p> <p>everything is ready, should navigate to furnace; need to place a furnace first, and Missing -6 stone, and navigate to grass to place it;</p> <ul style="list-style-type: none"> - For immediate goal: should work on long-term goal now. - To satisfy the prerequisite, you made the following efforts recently towards <p>place_furnace:</p> <ul style="list-style-type: none"> - In step 97: noop. . <p>### Collaboration: Need Your Help</p> <p>You are agent 0. Focus on your tasks while other agents share resources with you. Once you craft an iron_pickaxe, you should share it to agent 5</p>		
1	1	in progress	in progress	in progress
2	2	in progress	in progress	in progress
3	3	<p>### Last Experience Summary</p> <p>This is agent 3. In Episode: 1 ; Timestep: 97. My inventory contained wood (1), stone (1), and wood_pickaxe (1). In the past, I successfully navigated to stone; I failed to make stone_pickaxe as it required navigating to a table. On collaboration, agent 0 needed stone. I shared stone with agent 0 because they required it for crafting. This action succeeded, as I had stone available. I planned to work towards helping agent 0 and advancing my own tool crafting when no immediate help was needed.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 98 steps into the episode. You are at loaction 	<p>long_term_goal: help_agent</p> <p>current_goal: make_stone_pickaxe</p> <p>op: Navigator</p> <p>navigate to: stone</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 3. In Episode: 1 ; Timestep: 98. My inventory contained wood (1) and wood_pickaxe (1). In the past, I successfully shared stone with agent 0; I failed to make a stone_pickaxe due to insufficient stone. As agent 0 needed stone, I provided it successfully. I navigated to gather more stone to enhance my tools since agent 0 didn't require additional assistance. This action was in progress to meet crafting needs. I aimed to make advancements in my tools, given the current circumstances.</p>

agent_id	context	info	summary
	<p>[13 23].</p> <ul style="list-style-type: none"> - Facing Direction: You are facing a stone. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 6. - Current Inventory: sapling: 0, wood: 1, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "navigate to a stone". Attempted "do".</p> <p>Attempted "navigate to a stone". Attempted "do".</p> <p>Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "share stone with agent 0".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check! - To satisfy the prerequisite, you made the following efforts recently towards share: <ul style="list-style-type: none"> - In step 97: share stone to target agent. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools.</p> <p>Agent 2 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 3. Your ultimate goal is help_agent 0 and</p>		

agent_id		context	info	summary
		<p>help_agent 2. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
4	4	in progress	in progress	in progress
5	5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1; Timestep: 97. My inventory contained nothing. In the past, I successfully navigated to the diamond; I failed to collect it without an iron pickaxe. On collaboration, Agent 4 was supposed to share the iron pickaxe, but I did not receive it yet. I waited at the diamond location because the iron_pickaxe is essential for this action. This action was in progress because I needed to receive the tool from another agent. I planned to work towards collecting the diamond because it was our team goal.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 98 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 9. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 5. In Episode: 1; Timestep: 98. My inventory contained nothing. In the past, I successfully navigated to face the diamond; I failed to collect it as I didn't have an iron pickaxe. On collaboration, Agent 4 was supposed to share the iron pickaxe, but I have not received it yet. I waited at the diamond location because the iron_pickaxe is essential for this action. This action was in progress because I needed to receive the tool from another agent. I planned to work towards collecting the diamond, as it was our team goal.</p>

agent_id	context	info	summary
	<p>0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "sleep". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - To satisfy the prerequiste, you made the following efforts recently towards collect_diamond: - In step 59: noop. ; in In step 60: noop. ; in In step 61: noop. ; in In step 62: noop. ; in In step 63: noop. ; in In step 64: noop. ; in In step 65: noop. ; in In step 66: noop. ; in In step 67: noop. ; in In step 68: noop. ; in In step 69: noop. ; in In step 70: noop. ; in In step 71: noop. ; in In step 72: sleep. ; in In step 96: noop. ; in In step 97: noop. .</p> <p>### Collaboration: Need Your Help!!! While other agents are working on make_iron_pickaxe, your long- term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p>		

agent_id	context	info	summary
	### Collaboration Policy You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.		
28%		99/350	[17:18<43:53, 10.49s/it]

```

===== total step: 99 current s
tep: 99 =====
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 3
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 32
Player 0 is doing (<ActionType.place_furnace: 'place_furnace'>, <NavigationD
estinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLIC
ABLE: 'not_applicable'>, 5) with action place_furnace; current status: Actio
nStatus.DONE
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Ready* 'make_iron_pickaxe'
  - For immediate goal: should work on long-term goal now.

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action mov
e_down; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Ready* 'collect_stone'

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is rea
dy, should navigate to stone;

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>,
-1) with action move_down; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent imm
ediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_stone_pickaxe': Missing 1 st
one;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinati
onItems.IRON: 'iron'>, <ShareableItems.IRON: 'iron'>, 0) with action move_u
p; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_4/knowledge_graph_1.html

```

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_iron': Missing 1 stone_pickaxe;

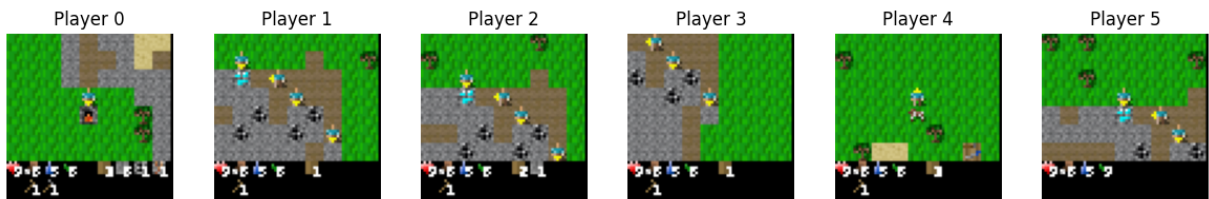
Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id	context	info	summary
0 0	<p>### Last Experience Summary</p> <p>This is agent 0. In Episode: 1 ; Timestep: 98. My inventory contained wood, stone, coal, iron, wood_pickaxe, and stone_pickaxe. In the past, I successfully navigated to a grass location; I failed to create an iron pickaxe because I needed to place a furnace first. On collaboration, I was being supported by Agent 1 to gather resources for crafting an iron pickaxe. I placed a furnace because it is necessary for making the iron pickaxe. This action was in progress due to previously missing materials. I planned to work towards making an iron pickaxe because it is needed to collect diamonds and win the game. I will share the iron pickaxe with agent 5 once crafted.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 99 steps into the episode. You are at loaction [43 6]. - Facing Direction: You are facing a furnace. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 6. - Current Inventory: sapling: 0, wood: 3, stone: 6, coal: 1, iron: 1, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 1, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a table". Attempted "make_stone_pickaxe". Attempted "navigate to a iron". Attempted "do". Attempted "navigate to a grass". Attempted "noop". Attempted "place_furnace".</p> <p>### Crafting Station</p> <p>Availability:</p>	<p>long_term_goal: make_iron_pickaxe</p> <p>current_goal: make_iron_pickaxe</p> <p>op: make_iron_pickaxe</p> <p>navigate to: not_applicable</p> <p>share: iron_pickaxe</p> <p>target_agent_id: 5</p>	<p>This is agent 0. In Episode: 1 ; Timestep: 99. My inventory contained wood, stone, coal, iron, wood_pickaxe, and stone_pickaxe. In the past, I successfully navigated to a grass location and attempted to make progress towards crafting tools; I failed to complete actions due to missing prerequisites. On collaboration, I was being supported by Agent 1 to gather resources for crafting an iron pickaxe. I placed a furnace because it is necessary for making the iron pickaxe. This action was in progress due to previously missing materials. I planned to work towards making an iron pickaxe because it is needed to collect diamonds and win the game. Once crafted, I will share the iron pickaxe with agent 5.</p>

agent_id	context	info	summary
	<ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Ready* 'make_iron_pickaxe' - For immediate goal: should work on long-term goal now. - To satisfy the prerequisite, you made the following efforts recently towards place_furnace: - In step 98: place_furnace. . <p>### Collaboration: Need Your Help</p> <p>You are agent 0. Focus on your tasks while other agents share resources with you. Once you craft an iron_pickaxe, you should share it to agent 5</p>		
1 1	<p>### Last Experience Summary</p> <p>This is agent 1. In Episode: 1; Timestep: 96. My inventory contained wood: 1, wood_pickaxe: 1. In the past, I successfully shared stone with Agent 0; I failed to collect additional stone for sharing. On collaboration, I focused on supporting Agent 0 by collecting resources. I navigated towards stone because sharing stone is crucial for the team's success in reaching the diamond. This action was in progress. I planned to work towards helping Agent 0 because it aligns with our collaborative goals.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 99 steps into the episode. You are at loaction [11 21]. - Facing Direction: You are facing a stone. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 6. - Current Inventory: sapling: 0, wood: 1, stone: 0, coal: 0, iron: 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: do</p> <p>navigate to: stone</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent 1. In Episode: 1; Timestep: 99. My inventory contained wood: 1, wood_pickaxe: 1. In the past, I successfully navigated towards resources but failed to collect stone adequately. On collaboration, I aimed to support Agent 0 by attempting to collect stone.</p> <p>I navigated to and attempted to collect stone because assisting Agent 0 by providing stone was aligned with our collaborative strategy. This action was in progress due to repeated attempts required for collection. I planned to work towards helping Agent 0 by focusing my efforts on efficiently collecting and sharing stone.</p>

agent_id	context	info	summary
	<p>0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "do". Attempted "navigate to a table". Attempted "make_wood_pickaxe". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: still needs to be placed.</p> <p>### Prerequisites Check: - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Ready* 'collect_stone' - To satisfy the prerequisite, you made the following efforts recently towards collect_stone: - In step 96: Navigator to stone. .</p> <p>### Collaboration: Need Your Help!!! While other agents working towards make_iron_pickaxe, your long-term goal and current goal should be !!share stone to agent 0!! You should focus on !!collect stone!! and share stone immediately.</p> <p>### Collaboration Policy You are agent 1. Your ultimate goal is help_agent 0. You long-term goal should be help_agent 0. Your current</p>		

agent_id		context	info	summary
		goal should be collect and share stone.		
2	2	in progress	in progress	in progress
3	3	<p>### Last Experience Summary</p> <p>This is agent 3. In Episode: 1 ; Timestep: 98. My inventory contained wood (1) and wood_pickaxe (1). In the past, I successfully shared stone with agent 0; I failed to make a stone_pickaxe due to insufficient stone. As agent 0 needed stone, I provided it successfully. I navigated to gather more stone to enhance my tools since agent 0 didn't require additional assistance. This action was in progress to meet crafting needs. I aimed to make advancements in my tools, given the current circumstances.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 99 steps into the episode. You are at loaction [13 23]. - Facing Direction: You are facing a stone. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 6. - Current Inventory: sapling: 0, wood: 1, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "do". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "share stone with agent 0". Attempted "navigate to a stone".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table 	<p>long_term_goal: make_stone_pickaxe</p> <p>current_goal: collect_stone</p> <p>op: do</p> <p>navigate to: stone</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 3. In Episode: 1 ; Timestep: 99. My inventory contained wood (1) and wood_pickaxe (1). In the past, I successfully shared stone with agent 0; I failed to make a stone_pickaxe due to insufficient stone. On collaboration, I checked the need for help but neither agent 0 nor agent 2 required my immediate assistance. I attempted to collect more stone to improve my toolkit. This action was in progress because collecting stone is crucial for crafting a stone pickaxe. I planned to work towards advancing my tools as no other help was required presently. I need to continue collecting stone for my progress.</p>

agent_id	context	info	summary
	<p>again.</p> <ul style="list-style-type: none"> - Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* <p>'make_stone_pickaxe': Missing 1 stone;</p> <ul style="list-style-type: none"> - To satisfy the prerequisite, you made the following efforts recently towards make_stone_pickaxe: - In step 98: Navigator to stone. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing 'make_iron_pickaxe'</p> <p>.</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 2 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 3. Your ultimate goal is help_agent 0 and help_agent 2. You should prioritize helping agent 0.</p> <p>Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p>		

agent_id		context	info	summary
		!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.		
4	4	in progress	in progress	in progress
5	5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1; Timestep: 98. My inventory contained nothing. In the past, I successfully navigated to face the diamond; I failed to collect it as I didn't have an iron pickaxe. On collaboration, Agent 4 was supposed to share the iron pickaxe, but I have not received it yet. I waited at the diamond location because the iron_pickaxe is essential for this action. This action was in progress because I needed to receive the tool from another agent. I planned to work towards collecting the diamond, as it was our team goal.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 99 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 9. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "noop". Attempted "noop". Attempted "noop". Attempted "sleep". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do 	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: not_applicable</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 5. In Episode: 1; Timestep: 99. My inventory contained nothing. In the past, I successfully navigated to face the diamond; I failed to collect it as I didn't have an iron pickaxe. On collaboration, Agent 4 was working on making an iron pickaxe to share with me. I continued waiting at the diamond location because the iron_pickaxe was essential for this action. This action was in progress because I needed to receive the tool from another agent. I planned to work towards collecting the diamond, as it was our team goal.</p>

agent_id	context	info	summary
	<p>NOT work on place_table again.</p> <ul style="list-style-type: none">- Furnace: still needs to be placed. <p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;- To satisfy the prerequisite, you made the following efforts recently towards collect_diamond:- In step 59: noop. ; in In step 60: noop. ; in In step 61: noop. ; in In step 62: noop. ; in In step 63: noop. ; in In step 64: noop. ; in In step 65: noop. ; in In step 66: noop. ; in In step 67: noop. ; in In step 68: noop. ; in In step 69: noop. ; in In step 70: noop. ; in In step 71: noop. ; in In step 72: sleep. ; in In step 96: noop. ; in In step 97: noop. ; in In step 98: noop. <p>.</p> <p>### Collaboration: Need Your Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!!</p> <p>You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy</p> <p>You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		

```

===== total step: 100 current
step: 100 =====
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 31
Player 0 is doing (<ActionType.make_iron_pickaxe: 'make_iron_pickaxe'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.IRON_PICKAXE: 'iron_pickaxe'>, 5) with action make_iron_pickaxe; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: Iron pickaxe is already made.
  - For immediate goal: Iron pickaxe is already made.

Player 1 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action do; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 3 is doing (<ActionType.do: 'do'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action do; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'make_stone_pickaxe': everything is ready, should navigate to table;
  - For immediate goal: should work on long-term goal now.

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.IRON: 'iron'>, <ShareableItems.IRON: 'iron'>, 0) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
agent_4
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.

```

- For immediate goal: *Cannot complete* 'collect_iron': Missing 1 stone_pickaxe;

Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.NO_T_APPLICABLE: 'not_applicable'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: ActionStatus.DONE

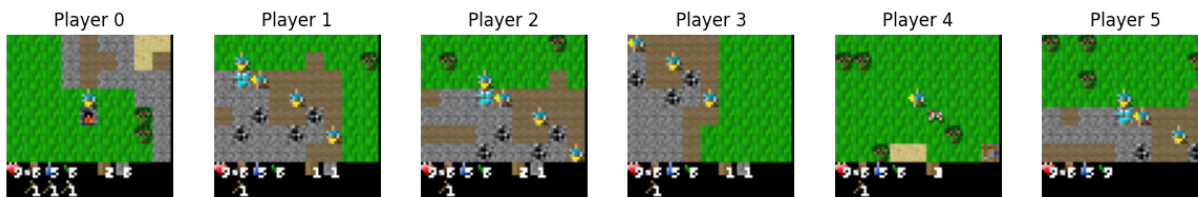
Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;

- For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;



agent_id	context	info	summary
0 0	<p>### Last Experience Summary</p> <p>This is agent 0. In Episode: 1 ; Timestep: 99. My inventory contained wood, stone, coal, iron, wood_pickaxe, and stone_pickaxe. In the past, I successfully navigated to a grass location and attempted to make progress towards crafting tools; I failed to complete actions due to missing prerequisites. On collaboration, I was being supported by Agent 1 to gather resources for crafting an iron pickaxe. I placed a furnace because it is necessary for making the iron pickaxe. This action was in progress due to previously missing materials. I planned to work towards making an iron pickaxe because it is needed to collect diamonds and win the game. Once crafted, I will share the iron pickaxe with agent 5.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 100 steps into the episode. You are at loaction [43 6]. - Facing Direction: You are facing a furnace. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 6. - Current Inventory: sapling: 0, wood: 2, stone: 6, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 1, iron_pickaxe: 1, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "make_stone_pickaxe".</p> <p>Attempted "navigate to a iron".</p> <p>Attempted "do". Attempted "navigate to a grass".</p> <p>Attempted "noop". Attempted "place_furnace". Attempted "make_iron_pickaxe".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do 	<p>long_term_goal: collect_diamond</p> <p>current_goal: share</p> <p>op: share</p> <p>navigate to: not_applicable</p> <p>share: iron_pickaxe</p> <p>target_agent_id: 5</p>	<p>This is agent 0. In Episode: 1 ; Timestep: 100. My inventory contained wood, stone, a wood pickaxe, a stone pickaxe, and an iron pickaxe. In the past, I successfully crafted an iron pickaxe; I failed to navigate to iron due to a lack of proper guidance. On collaboration, I was being helped by Agent 1, and I am ready to share an iron pickaxe with Agent 5. I shared an iron pickaxe with Agent 5 because they needed it to progress towards the diamond. This action succeeded, as I had the necessary resources in my inventory. I planned to work towards collecting a diamond because it is the ultimate goal of the game.</p>

agent_id	context	info	summary
	<p>NOT work on place_table again.</p> <ul style="list-style-type: none"> - Furnace: placed alerady; Do NOT work on place_furnace again. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Iron pickaxe is already made. - For immediate goal: Iron pickaxe is already made. - To satisfy the prerequisite, you made the following efforts recently towards make_iron_pickaxe: - In step 99: make_iron_pickaxe. . <p>### Collaboration: Need Your Help</p> <p>You are agent 0. Focus on your tasks while other agents share resources with you. Once you craft an iron_pickaxe, you should share it to agent 5</p>		
1 1	<p>### Last Experience Summary</p> <p>This is agent 1. In Episode: 1; Timestep: 99. My inventory contained wood: 1, wood_pickaxe: 1. In the past, I successfully navigated towards resources but failed to collect stone adequately. On collaboration, I aimed to support Agent 0 by attempting to collect stone. I navigated to and attempted to collect stone because assisting Agent 0 by providing stone was aligned with our collaborative strategy. This action was in progress due to repeated attempts required for collection. I planned to work towards helping Agent 0 by focusing my efforts on efficiently collecting and sharing stone.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 100 steps into the episode. You are at loaction [11 21]. - Facing Direction: You are facing a path. - Current Health Stats: health: 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: share</p> <p>navigate to: not_applicable</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent 1. In Episode: 1; Timestep: 100. My inventory contained wood: 1, stone: 1, wood_pickaxe: 1. In the past, I successfully navigated towards resources but could not gather stone quickly. I failed to expedite stone collection. On collaboration, I focused on aiding Agent 0 by attempting to supply stone. I collected a stone and shared it with Agent 0 because our overall goal was to assist them in completing tool crafting. This action was successful as I navigated and shared effectively. I planned to work towards helping Agent 0 because it's key to our collaborative diamond objective.</p>

agent_id	context	info	summary
	<p>9, food: 6, drink: 5, energy: 6. - Current Inventory: sapling: 0, wood: 1, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "navigate to a table". Attempted "make_wood_pickaxe". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: placed alerady; Do NOT work on place_furnace again.</p> <p>### Prerequisites Check: - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone; - To satisfy the prerequisite, you made the following efforts recently towards collect_stone: - In step 99: do. .</p> <p>### Collaboration: Need Your Help!!! While other agents working towards make_iron_pickaxe, your long-term goal and current goal should be !!share stone to agent 0!! You should focus on !!collect stone!! and share stone immediately.</p> <p>### Collaboration Policy You are agent 1. Your ultimate goal is help_agent 0. You long-term goal should be help_agent 0. Your current goal</p>		

agent_id		context	info	summary
		should be collect and share stone.		
2	2	in progress	in progress	in progress
3	3	<p>### Last Experience Summary</p> <p>This is agent 3. In Episode: 1 ; Timestep: 99. My inventory contained wood (1) and wood_pickaxe (1). In the past, I successfully shared stone with agent 0; I failed to make a stone_pickaxe due to insufficient stone. On collaboration, I checked the need for help but neither agent 0 nor agent 2 required my immediate assistance. I attempted to collect more stone to improve my toolkit. This action was in progress because collecting stone is crucial for crafting a stone pickaxe. I planned to work towards advancing my tools as no other help was required presently. I need to continue collecting stone for my progress.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 100 steps into the episode. You are at loaction [13 23]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 6. - Current Inventory: sapling: 0, wood: 1, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do".</p> <p>### Crafting Station</p>	<p>long_term_goal: help_agent</p> <p>current_goal: make_stone_pickaxe</p> <p>op: Navigator</p> <p>navigate to: not_applicable</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent 3. In Episode: 1 ; Timestep: 100. My inventory contained wood (1) and wood_pickaxe (1). Previously, I collected stone to make a stone pickaxe, but was unsuccessful due to needing to navigate to the table. On collaboration, I intended to assist agent 0. I navigated towards the table and planned to make a stone pickaxe to advance my tools and provide support if needed. This action was in progress as aligning with my long-term goal to help agents by upgrading my toolkit.</p>

agent_id	context	info	summary
	<p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: placed alerady; Do NOT work on place_furnace again. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* <p>'make_stone_pickaxe': everything is ready, should navigate to table;</p> <ul style="list-style-type: none"> - For immediate goal: should work on long-term goal now. - To satisfy the prerequisite, you made the following efforts recently towards collect_stone: - In step 99: do. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is completing its task. You should focus on advancing your tools. Agent 2 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 3. Your ultimate goal is help_agent 0 and help_agent 2. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
4 4	in progress	in progress	in progress
5 5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1;</p>	long_term_goal: collect_diamond	This is agent 5. In Episode: 1; Timestep: 100. My inventory

agent_id	context	info	summary
	<p>Timestep: 99. My inventory contained nothing. In the past, I successfully navigated to face the diamond; I failed to collect it as I didn't have an iron pickaxe. On collaboration, Agent 4 was working on making an iron pickaxe to share with me. I continued waiting at the diamond location because the iron_pickaxe was essential for this action. This action was in progress because I needed to receive the tool from another agent. I planned to work towards collecting the diamond, as it was our team goal.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 100 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 9. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "noop". Attempted "noop". Attempted "sleep". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: placed alerady; Do NOT work on place_furnace again. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - For immediate goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - To satisfy the prerequisite, 	<p>current_goal: collect_diamond</p> <p>op: noop</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>contained nothing. In the past, I successfully navigated to the diamond; I failed to collect it due to not having an iron pickaxe. On collaboration, Agent 4 was tasked with creating and sharing the iron pickaxe I needed. I chose to noop because I was waiting for another agent to share the necessary tool. This action was failure since I am unable to collect the diamond without an iron pickaxe. I planned to work towards collecting the diamond because it would achieve the team's goal.</p>

agent_id	context	info	summary
	<p>you made the following efforts recently towards collect_diamond:</p> <ul style="list-style-type: none">- In step 59: noop. ; in In step 60: noop. ; in In step 61: noop. ; in In step 62: noop. ; in In step 63: noop. ; in In step 64: noop. ; in In step 65: noop. ; in In step 66: noop. ; in In step 67: noop. ; in In step 68: noop. ; in In step 69: noop. ; in In step 70: noop. ; in In step 71: noop. ; in In step 72: sleep. ; in In step 96: noop. ; in In step 97: noop. ; in In step 98: noop. ; in In step 99: noop. . <p>### Collaboration: Need Your Help!!!</p> <p>While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy</p> <p>You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
29% ██████████ 101/350 [17:53<44:06, 10.63s/it]			

```

===== total step: 101 current
step: 101 =====
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 30
Player 0 is doing (<ActionType.share: 'share'>, <NavigationDestinationItems.
NOT_APPICABLE: 'not_applicable'>, <ShareableItems.IRON_PICKAXE: 'iron_pickaxe'>, 5) with action noop; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
  - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe;
  - For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check!

Player 1 is doing (<ActionType.share: 'share'>, <NavigationDestinationItems.
NOT_APPICABLE: 'not_applicable'>, <ShareableItems.STONE: 'stone'>, 0) with action noop; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone;

Player 2 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action move_down; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
  - For immediate goal: *Ready* 'collect_stone'

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.NOT_APPICABLE: 'not_applicable'>, <ShareableItems.STONE: 'stone'>, 0) with action noop; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
  - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
  - For immediate goal: *Cannot complete* 'make_stone_pickaxe': everything is ready, should navigate to table;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.IRON: 'iron'>, <ShareableItems.IRON: 'iron'>, 0) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
agent_4
### Prerequisites Check:

```

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_iron': Missing 1 stone_pickaxe;

Player 5 is doing (<ActionType.noop: 'noop'>, <NavigationDestinationItems.DIAMOND: 'diamond'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -1) with action noop; current status: ActionStatus.DONE

Knowledge graph saved to results/agent_5/knowledge_graph_1.html

agent_5

Prerequisites Check:

- For long-term goal: *Ready* 'collect_diamond'
- For immediate goal: should work on long-term goal now.



agent_id	context	info	summary
0 0	<p>### Last Experience Summary</p> <p>This is agent 0. In Episode: 1 ; Timestep: 100. My inventory contained wood, stone, a wood pickaxe, a stone pickaxe, and an iron pickaxe. In the past, I successfully crafted an iron pickaxe; I failed to navigate to iron due to a lack of proper guidance. On collaboration, I was being helped by Agent 1, and I am ready to share an iron pickaxe with Agent 5. I shared an iron pickaxe with Agent 5 because they needed it to progress towards the diamond. This action succeeded, as I had the necessary resources in my inventory. I planned to work towards collecting a diamond because it is the ultimate goal of the game.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 101 steps into the episode. You are at loaction [43 6]. - Facing Direction: You are facing a furnace. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 6. - Current Inventory: sapling: 0, wood: 2, stone: 7, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 1, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a iron". Attempted "do". Attempted "navigate to a grass". Attempted "noop". Attempted "place_furnace". Attempted "make_iron_pickaxe". Attempted "share iron_pickaxe with agent 5".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: placed alerady; Do NOT work on place_furnace 	<p>long_term_goal: make_iron_pickaxe</p> <p>current_goal: collect_iron</p> <p>op: Navigator</p> <p>navigate to: iron</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 0. In Episode: 1 ; Timestep: 101. My inventory contained wood, stone, a wood pickaxe, and a stone pickaxe. In the past, I successfully shared an iron pickaxe with Agent 5; I failed to collect iron due to unsuccessful navigation attempts. On collaboration, I was being helped by Agent 1 to receive required resources. I shared an iron pickaxe with Agent 5 because it was essential for their progress towards diamond collection. This action succeeded as I had the necessary resources previously. I planned to work towards making an iron pickaxe because it is needed to collect diamonds. My next step was navigating to iron, but I faced a furnace, blocking progress.</p>

agent_id	context	info	summary
	again.		
	<p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* 'collect_diamond': Missing 1 iron_pickaxe; - For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check! - To satisfy the prerequisite, you made the following efforts recently towards share: <ul style="list-style-type: none"> - In step 100: share iron_pickaxe to target agent. . <p>### Collaboration: Need Your Help</p> <p>You are agent 0. Focus on your tasks while other agents share resources with you. Once you craft an iron_pickaxe, you should share it to agent 5</p>		
1 1	<p>### Last Experience Summary</p> <p>This is agent 1. In Episode: 1; Timestep: 100. My inventory contained wood: 1, stone: 1, wood_pickaxe: 1. In the past, I successfully navigated towards resources but could not gather stone quickly. I failed to expedite stone collection. On collaboration, I focused on aiding Agent 0 by attempting to supply stone. I collected a stone and shared it with Agent 0 because our overall goal was to assist them in completing tool crafting. This action was successful as I navigated and shared effectively. I planned to work towards helping Agent 0 because it's key to our collaborative diamond objective.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 101 steps into the episode. You are at loaction [11 21]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 6. - Current Inventory: sapling: 0, 	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: Navigator</p> <p>navigate to: stone</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent 1. In Episode: 1; Timestep: 101. My inventory contained wood: 1, wood_pickaxe: 1. In the past, I successfully navigated to stones but failed to collect and share stone with agent 0. On collaboration, I focused on aiding Agent 0, but could not collect stones for them. I navigated towards a stone because Agent 0 needed it to progress. This action was in progress as I needed to collect the material. I planned to work towards helping Agent 0 because it's key to our collaborative diamond objective.</p>

agent_id	context	info	summary
	<p>wood: 1, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "make_wood_pickaxe". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "share stone with agent 0".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: placed alerady; Do NOT work on place_furnace again.</p> <p>### Prerequisites Check: - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'collect_stone': everything is ready, should navigate to stone; - To satisfy the prerequisite, you made the following efforts recently towards collect_stone: - In step 100: share stone to target agent. .</p> <p>### Collaboration: Need Your Help!!! While other agents working towards make_iron_pickaxe, your long-term goal and current goal should be !!share stone to agent 0!! You should focus on !!collect stone!! and share stone immediately.</p> <p>### Collaboration Policy You are agent 1. Your ultimate goal is help_agent 0. You long-term goal should be help_agent 0. Your current goal</p>		

agent_id	context	info	summary
	should be collect and share stone.		
2 2	<p>### Last Experience Summary</p> <p>This is agent 2. In Episode: 1 ; Timestep: 94. My inventory contained wood: 2, stone: 1, wood_pickaxe: 1. In the past, I successfully gathered wood and shared it with Agent 0; I failed to navigate effectively due to resource constraints. On collaboration, I mainly assisted Agent 0 by providing necessary materials for crafting. I shared wood because it was essential for Agent 0's progression. This action succeeded as it facilitated tool crafting for Agent 0. I planned to work towards 'help_agent' because supporting Agent 0 is crucial for achieving the diamond collection faster. I navigated towards stone to gather more resources for tool advancement and collaboration needs. This action was in progress, aiming to fulfill tool and resource requirements for my team.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 101 steps into the episode. You are at loaction [9 20]. - Facing Direction: You are facing a stone. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 6. - Current Inventory: sapling: 0, wood: 2, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "share wood with agent 0". Attempted "navigate to a stone".</p>	<p>long_term_goal: help_agent</p> <p>current_goal: share</p> <p>op: share</p> <p>navigate to: not_applicable</p> <p>share: stone</p> <p>target_agent_id: 0</p>	<p>This is agent 2. In Episode: 1 ; Timestep: 101. My inventory contained wood: 2, stone: 1, wood_pickaxe: 1. In the past, I successfully engaged in resource sharing and navigation efforts to assist Agent 0. On collaboration, I prioritized aiding Agent 0 in crafting efforts. I shared stone because Agent 0 required resources for tool advancement to collect diamond. This action succeeded as it aligned with the immediate needs of Agent 0. I planned to work towards 'help_agent' because Agent 0's progress is crucial for diamond collection.</p>

agent_id	context	info	summary
	<p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: placed alerady; Do NOT work on place_furnace again. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Ready* 'collect_stone' - To satisfy the prerequiste, you made the following efforts recently towards collect_stone: <ul style="list-style-type: none"> - In step 94: Navigator to stone. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'collect_diamond', Missing 1 iron_pickaxe;</p> <p>He is focusing on Goal 'share' will work if and only if you have the material in your inventory. Double check!</p> <p>If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you. Else, work on advancing your tools. Agent 1 is completing the task.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should</p>		

agent_id	context	info	summary
	<p>focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3 3	<p>### Last Experience Summary</p> <p>This is agent 3. In Episode: 1 ; Timestep: 100. My inventory contained wood (1) and wood_pickaxe (1). Previously, I collected stone to make a stone pickaxe, but was unsuccessful due to needing to navigate to the table. On collaboration, I intended to assist agent 0. I navigated towards the table and planned to make a stone pickaxe to advance my tools and provide support if needed. This action was in progress as aligning with my long-term goal to help agents by upgrading my toolkit.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 101 steps into the episode. You are at loaction [13 23]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 6. - Current Inventory: sapling: 0, wood: 1, stone: 1, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are:</p> <p>Attempted "do". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a not_applicable".</p>	<p>long_term_goal: make_stone_pickaxe</p> <p>current_goal: make_stone_pickaxe</p> <p>op: Navigator</p> <p>navigate to: stone</p> <p>share: stone_pickaxe</p> <p>target_agent_id: 0</p>	<p>This is agent 3. In Episode: 1 ; Timestep: 101. My inventory contained wood (1), stone (1), and wood_pickaxe (1). In the past, I successfully navigated around resources; I failed to share stone effectively because I wasn't near the table to craft. On collaboration, I wanted to assist agent 0 by providing a stone pickaxe. I navigated towards the table to craft a stone pickaxe because agent 0 needed one and it aligns with my goal to enhance tools. This action was in progress, as I needed to reach the table. I planned to work towards helping agents because it aligned with the team's success strategy.</p>

agent_id	context	info	summary
	<p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: placed alerady; Do NOT work on place_furnace again.</p> <p>### Prerequisites Check: - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'make_stone_pickaxe': everything is ready, should navigate to table; - To satisfy the prerequiste, you made the following efforts recently towards make_stone_pickaxe: - In step 100: Navigator to not_applicable. .</p> <p>### Collaboration: Need Your Help!!! Agent 0 is working on 'collect_diamond', Missing 1 iron_pickaxe; He is focusing on Goal 'share' will work if and only if you have the material in your inventory. Double check! If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you. Else, work on advancing your tools. Agent 2 is working on 'collect_stone' If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you. Else, work on advancing your tools.</p>		

agent_id		context	info	summary
		<p>### Collaboration Policy</p> <p>You are agent 3. Your ultimate goal is help_agent 0 and help_agent 2. You should prioritize helping agent 0. You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
4	4	in progress	in progress	in progress
5	5	<p>### Last Experience Summary</p> <p>This is agent 5. In Episode: 1; Timestep: 100. My inventory contained nothing. In the past, I successfully navigated to the diamond; I failed to collect it due to not having an iron pickaxe. On collaboration, Agent 4 was tasked with creating and sharing the iron pickaxe I needed. I chose to noop because I was waiting for another agent to share the necessary tool. This action was failure since I am unable to collect the diamond without an iron pickaxe. I planned to work towards collecting the diamond because it would achieve the team's goal.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 101 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a diamond. - Current Health Stats: health: 	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: do</p> <p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 5. In Episode: 1; Timestep: 101. My inventory contained an iron pickaxe. In the past, I successfully received the needed iron pickaxe from Agent 4. On collaboration, I was waiting for the iron pickaxe to be shared. I navigated to a diamond and collected it because I had finally received the necessary tool. This action succeeded because the prerequisites were met. I planned to work towards collecting the diamond because it would meet our team's ultimate goal.</p>

agent_id	context	info	summary
	<p>9, food: 6, drink: 5, energy: 9. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 1, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "noop". Attempted "sleep". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: placed alerady; Do NOT work on place_furnace again.</p> <p>### Prerequisites Check: - For long-term goal: *Ready* 'collect_diamond' - For immediate goal: should work on long-term goal now. - To satisfy the prerequisite, you made the following efforts recently towards collect_diamond: - In step 59: noop. ; in In step 60: noop. ; in In step 61: noop. ; in In step 62: noop. ; in In step 63: noop. ; in In step 64: noop. ; in In step 65: noop. ; in In step 66: noop. ; in In step 67: noop. ; in In step 68: noop. ; in In step 69: noop. ; in In step 70: noop. ; in In step 71: noop. ; in In step 72: sleep. ; in In step 96: noop. ; in In step 97: noop. ; in In step 98: noop. ; in In step 99: noop. ; in In step 100: noop. .</p> <p>### Collaboration: Need Your Help!!! While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p>		

agent_id	context	info	summary
	### Collaboration Policy You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.		
29% ██████	102/350	[18:03<43:54, 10.62s/it]	

```

===== total step: 102 current
step: 102 =====
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
length route 33
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
length route 2
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
length route 1
Knowledge graph saved to results/agent_4/knowledge_graph_1.html
length route 29
!!Done!!
Player 0 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.IRON: 'iron'>, <ShareableItems.NOT_APPLICABLE: 'not_applicable'>, -
1) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_0/knowledge_graph_1.html
agent_0
### Prerequisites Check:
- For long-term goal: *Cannot complete* 'make_iron_pickaxe': Missing 1 iron; Missing 1 coal;
- For immediate goal: *Cannot complete* 'collect_iron': everything is ready, should navigate to iron;

Player 1 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE: 'stone'>, 0) with action move_left; current status: ActionStatus.IN_PROGRESS
Knowledge graph saved to results/agent_1/knowledge_graph_1.html
agent_1
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Ready* 'collect_stone'

Player 2 is doing (<ActionType.share: 'share'>, <NavigationDestinationItems.NOT_APPLICABLE: 'not_applicable'>, <ShareableItems.STONE: 'stone'>, 0) with action noop; current status: ActionStatus.DONE
Knowledge graph saved to results/agent_2/knowledge_graph_1.html
agent_2
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check!

Player 3 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.STONE: 'stone'>, <ShareableItems.STONE_PICKAXE: 'stone_pickaxe'>, 0) with action move_left; current status: ActionStatus.ALMOST_DONE
Knowledge graph saved to results/agent_3/knowledge_graph_1.html
agent_3
### Prerequisites Check:
- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'make_stone_pickaxe': everything is ready, should navigate to table;

Player 4 is doing (<ActionType.Navigator: 'Navigator'>, <NavigationDestinationItems.IRON: 'iron'>, <ShareableItems.IRON: 'iron'>, 0) with action move_left

```

ft; current status: `ActionStatus.IN_PROGRESS`

Knowledge graph saved to `results/agent_4/knowledge_graph_1.html`

agent_4

Prerequisites Check:

- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.
- For immediate goal: *Cannot complete* 'collect_iron': Missing 1 stone_pickaxe;

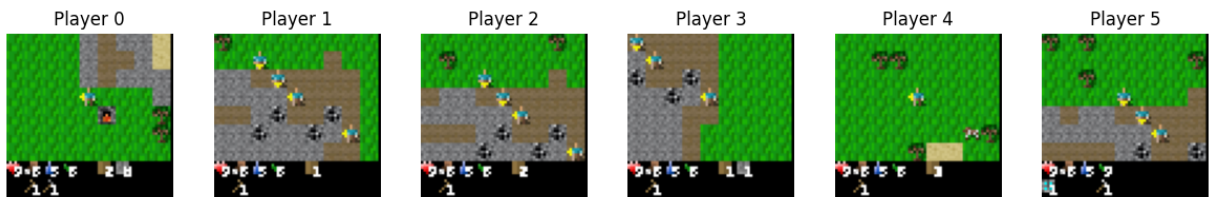
Player 5 is doing (`<ActionType.do: 'do'>`, `<NavigationDestinationItems.DIAMOND: 'diamond'>`, `<ShareableItems.NOT_APPLICABLE: 'not_applicable'>`, -1) with action do; current status: `ActionStatus.DONE`

Knowledge graph saved to `results/agent_5/knowledge_graph_1.html`

agent_5

Prerequisites Check:

- For long-term goal: *Cannot complete* 'collect_diamond': everything is ready, should navigate to diamond;
- For immediate goal: should work on long-term goal now.



	agent_id	context	info	summary
0	0	in progress	in progress	in progress
1	1	in progress	in progress	in progress
2	2	<p>### Last Experience Summary This is agent 2. In Episode: 1 ; Timestep: 101. My inventory contained wood: 2, stone: 1, wood_pickaxe: 1. In the past, I successfully engaged in resource sharing and navigation efforts to assist Agent 0. On collaboration, I prioritized aiding Agent 0 in crafting efforts. I shared stone because Agent 0 required resources for tool advancement to collect diamond. This action succeeded as it aligned with the immediate needs of Agent 0. I planned to work towards 'help_agent' because Agent 0's progress is crucial for diamond collection.</p> <p>### Current Experience - This is episode 1. It is currently 102 steps into the episode. You are at loaction [9 20]. - Facing Direction: You are facing a stone. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 6. - Current Inventory: sapling: 0, wood: 2, stone: 0, coal: 0, iron: 0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "do". Attempted "navigate to a tree". Attempted "do". Attempted "navigate to a tree". Attempted "share wood with agent 0". Attempted "navigate to a stone". Attempted "share stone with agent 0".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do</p>	<p>long_term_goal: help_agent</p> <p>current_goal: collect_stone</p> <p>op: Navigator</p> <p>navigate to: coal</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>This is agent 2. In Episode: 1 ; Timestep: 102. My inventory contained wood: 2, wood_pickaxe: 1. In the past, I successfully shared resources (stone and wood) to aid Agent 0. On collaboration, I focused on supporting Agent 0 in their collection of diamond by sharing essential items like stone. I navigated towards resources such as stone and coal because advancing my tools is crucial to help in crafting an iron pickaxe needed by Agent 0. This action was in progress as I needed coal and iron. I planned to work towards 'help_agent' because our team relies on getting one diamond to win.</p>

agent_id	context	info	summary
	<p>NOT work on place_table again.</p> <ul style="list-style-type: none">- Furnace: placed alerady; Do NOT work on place_furnace again. <p>### Prerequisites Check:</p> <ul style="list-style-type: none">- For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory.- For immediate goal: Goal 'share' will work if and only if you have the material in your inventory. Double check!- To satisfy the prerequisite, you made the following efforts recently towards share:<ul style="list-style-type: none">- In step 101: share stone to target agent. . <p>### Collaboration: Need Your Help!!!</p> <p>Agent 0 is working on 'collect_diamond', Missing 1 iron_pickaxe;</p> <p>He is focusing on Goal 'share' will work if and only if you have the material in your inventory. Double check!</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>Agent 1 is working on 'collect_stone'</p> <p>If he needs any tool, work on the tool and share with him.</p> <p>If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you.</p> <p>Else, work on advancing your tools.</p> <p>### Collaboration Policy</p> <p>You are agent 2. Your ultimate goal is help_agent 0 and help_agent 1. You should</p>		

agent_id	context	info	summary
	<p>prioritize helping agent 0.</p> <p>You long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items.</p> <p>Do not share resources/tools that are not needed by the agents.</p> <p>Try to help the agents. If they don't need help, you should focus on advancing your tools.</p> <p>If you are not sure what to do, share stone to agent 0.</p> <p>Recosider how you can help the previous agent.</p> <p>!!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
3 3	<p>### Last Experience Summary</p> <p>This is agent 3. In Episode: 1 ; Timestep: 101. My inventory contained wood (1), stone (1), and wood_pickaxe (1). In the past, I successfully navigated around resources; I failed to share stone effectively because I wasn't near the table to craft. On collaboration, I wanted to assist agent 0 by providing a stone pickaxe.</p> <p>I navigated towards the table to craft a stone pickaxe because agent 0 needed one and it aligns with my goal to enhance tools. This action was in progress, as I needed to reach the table. I planned to work towards helping agents because it aligned with the team's success strategy.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 102 steps into the episode. You are at loaction [13 23]. - Facing Direction: You are facing a stone. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 6. - Current Inventory: sapling: 0, wood: 1, stone: 1, coal: 0, iron: 	<p>long_term_goal: help_agent</p> <p>current_goal: make_stone_pickaxe</p> <p>op: Navigator</p> <p>navigate to: not_applicable</p> <p>share: stone_pickaxe</p> <p>target_agent_id: 0</p>	<p>This is agent 3. In Episode: 1 ; Timestep: 102. My inventory contained wood (1), stone (1), and wood_pickaxe (1). In the past, I successfully navigated resources; I failed in sharing with agent 0 due to crafting station access issues.</p> <p>On collaboration, I focused on assisting agent 0 by crafting a tool needed.</p> <p>I navigated to a table to make a stone pickaxe because agent 0 requires it to collect a diamond. This action was in progress, but I faced navigation challenges. I planned to continue working towards helping agent 0 because aiding the team's diamond acquisition is crucial.</p>

agent_id	context	info	summary
	<p>0, diamond: 0, wood_pickaxe: 1, stone_pickaxe: 0, iron_pickaxe: 0, wood_sword: 0, stone_sword: 0, iron_sword: 0.</p> <p>### Past Actions The last 7 actions are: Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "share stone with agent 0". Attempted "navigate to a stone". Attempted "do". Attempted "navigate to a not_applicable". Attempted "navigate to a stone".</p> <p>### Crafting Station Availability: - Table: placed alerady; Do NOT work on place_table again. - Furnace: placed alerady; Do NOT work on place_furnace again.</p> <p>### Prerequisites Check: - For long-term goal: Goal 'help_agent' requires you to help the agent immediately if you do have the material in your inventory. - For immediate goal: *Cannot complete* 'make_stone_pickaxe': everything is ready, should navigate to table; - To satisfy the prerequisite, you made the following efforts recently towards make_stone_pickaxe: - In step 100: Navigator to not_applicable. ; in In step 101: Navigator to stone. .</p> <p>### Collaboration: Need Your Help!!! Agent 0 is working on 'collect_diamond', Missing 1 iron_pickaxe; He is focusing on Goal 'share' will work if and only if you have the material in your inventory. Double check! If he needs any tool, work on the tool and share with him. If he needs anything else</p>		

agent_id	context	info	summary
	<p>besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you. Else, work on advancing your tools.</p> <p>Agent 2 is working on Goal 'share' will work if and only if you have the material in your inventory. Double check! If he needs any tool, work on the tool and share with him. If he needs anything else besides what he is working on, you should navigate to the other material and ask the next agent to share the appropriate tool with you. Else, work on advancing your tools.</p> <p>### Collaboration Policy You are agent 3. Your ultimate goal is help_agent 0 and help_agent 2. You should prioritize helping agent 0. Your long-term goal should be 'help_agent'. You can do so by sharing resources/tools as soon as you gain access to the required items. Do not share resources/tools that are not needed by the agents. Try to help the agents. If they don't need help, you should focus on advancing your tools. If you are not sure what to do, share stone to agent 0. Recosider how you can help the previous agent. !!!Determine your current goal based on agents who need help. If they don't need help, you should focus on advancing your tools.</p>		
4 4	in progress	in progress	in progress
5 5	<p>### Last Experience Summary This is agent 5. In Episode: 1; Timestep: 101. My inventory contained an iron pickaxe. In the past, I successfully received the needed iron pickaxe from Agent 4. On</p>	<p>long_term_goal: collect_diamond</p> <p>current_goal: collect_diamond</p> <p>op: Navigator</p>	<p>This is agent 5. In Episode: 1; Timestep: 102. My inventory contained an iron pickaxe and a diamond. In the past, I successfully navigated to a diamond with the</p>

agent_id	context	info	summary
	<p>collaboration, I was waiting for the iron pickaxe to be shared. I navigated to a diamond and collected it because I had finally received the necessary tool. This action succeeded because the prerequisites were met. I planned to work towards collecting the diamond because it would meet our team's ultimate goal.</p> <p>### Current Experience</p> <ul style="list-style-type: none"> - This is episode 1. It is currently 102 steps into the episode. You are at loaction [8 19]. - Facing Direction: You are facing a path. - Current Health Stats: health: 9, food: 6, drink: 5, energy: 9. - Current Inventory: sapling: 0, wood: 0, stone: 0, coal: 0, iron: 0, diamond: 1, wood_pickaxe: 0, stone_pickaxe: 0, iron_pickaxe: 1, wood_sword: 0, stone_sword: 0, iron_sword: 0. <p>### Past Actions</p> <p>The last 7 actions are: Attempted "sleep". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "noop". Attempted "do".</p> <p>### Crafting Station</p> <p>Availability:</p> <ul style="list-style-type: none"> - Table: placed alerady; Do NOT work on place_table again. - Furnace: placed alerady; Do NOT work on place_furnace again. <p>### Prerequisites Check:</p> <ul style="list-style-type: none"> - For long-term goal: *Cannot complete* 'collect_diamond': everything is ready, should navigate to diamond; - For immediate goal: should work on long-term goal now. - To satisfy the prerequisite, you made the following efforts recently towards collect_diamond: 	<p>navigate to: diamond</p> <p>share: not_applicable</p> <p>target_agent_id: -1</p>	<p>help of Agent 4. On collaboration, Agent 4 assisted me by sharing an iron pickaxe, enabling me to collect the diamond. I navigated to a diamond because it was the final step of our team's goal. This action succeeded because I had the necessary tool. I planned to work towards collecting the diamond because it would meet our team's ultimate goal.</p>

agent_id	context	info	summary
	<p>- In step 101: do. .</p> <p>### Collaboration: Need Your Help!!! While other agents are working on make_iron_pickaxe, your long-term goal and current goal is to !!collect diamond!! You should navigate to a diamond, and collect the diamond. Other agent will share the tool with you.</p> <p>### Collaboration Policy You are agent 5. Your goal is to collect diamond. You should navigate to a dimond and collect the diamond. Other agents will share the tool with you.</p>		
29%		103/350 [18:22<44:04, 10.71s/it]	