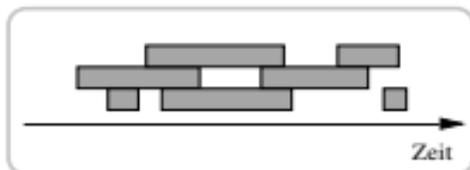
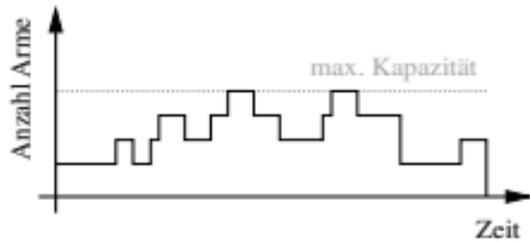


Lösungen des kausalen Teilproblems

- 1: move_base(counter1)
- 2: tuck_arms(untucked untucked)
- 3: move_arm_to_side(leftArm1)
- 4: pick_up(mug1 counter1)
- 5: move_arm_to_side(leftArm1)
- 6: tuck_arms(tucked tucked)

Lösungen des Ressourcen-Teilproblems



Lösungen des temporalen Teilproblems