Genius 2.0 User Stories

Here we describe how different stakeholders will use Genius 2.0 by describing their envisioned interaction with the system.

## Competition - developing an agent

* Developers create an agent that can interact with the Genius webserver
* They compile agents with maven (eg using Eclipse)
* They add it to their own party Factory
* They can now run it using the genius run server

## Development of new protocols and scenarios

* Procols can be inserted in a local copy of the run server. TUDelft may also host a run server for demo purposes but you can’t just insert protocols there.
* Scenario means domain+protocols.
* User downloads domain editor or uses online editor (to be decided)
* User creates domain
* User creates profiles
* User puts domain and profiles in his domain server
* User can later add more new profiles.
* User can change profiles in his domain server. Parties that listen to the domain server will hear about the changes

## Running a negotiation with agents on different machines

* User creates new session or tournament on the genius run server or on his own run server
* Agents are spawned automatically on the party factory servers he uses (either TU server or his own server(s))
* Run server collects the data and visualizes it if requested

## Demo mode (light, offline)

* Actually not so light:, for offline, users need to start several services on their own machine:
* Genius run server
* domains/profiles server
* The party factory
* Then they can log in into their local genius run server and start session or tournament.