Goal Set

Goal List

provable_guilty(a_object=hit(agent=person[name=>mary],object=person[name=>jane]),goal=crime_of_inflicting_injury)
-is_injured(a_object=person[name=>jane])
-with_criminal_intent(a_object=person[name=>mary],object=hit(agent=person[name=>mary],object=person[name=>jane]),goal=crime_of_inflicting_injury)
provable_guilty(a_object=take_away(agent=person[name=>mary],object=handbag[name=>handbag1],source=person[name=>jane]),goal=crime_of_robbery)
-with_criminal_intent(a_object=person[name=>mary],object=take_away(agent=person[name=>mary],object=handbag[name=>handbag1],source=person[name=>jane]),goal=crime
provable_guilty(a_object=take_away(agent=person[name=>mary],object=handbag[name=>handbag1],source=person[name=>jane]),goal=crime_of_theft)
-with_criminal_intent(a_object=person[name=>mary],object=take_away(agent=person[name=>mary],object=handbag[name=>handbag1],source=person[name=>jane]),goal=crime
with_intent(a_object=person[name=>mary],object=take_away(agent=person[name=>mary],object=handbag[name=>handbag1],source=person[name=>jane]),goal=own_illegally)
-with_intent(a_object=person[name=>mary],object=take_away(agent=person[name=>mary],object=handbag[name=>handbag1],source=person[name=>jane]),goal=use(agent=pers
provable_guilty(a_object=abandon(agent=person[name=>mary],object=handbag[name=>handbag1]),goal=crime_of_destruction)