

READ AN AGENT EXPERIMENT PROPERLY

Separate the model, the tools and the test environment.

The agent-wow write-up describes a World of Warcraft experiment with programmatic observations and actions, plus navigation helpers. Its result is evidence about that setup, not a general guarantee about gaming ability.

Look for four pieces of evidence

1. Observation: what game state can the agent read? Record whether it receives pixels, structured state or both.
2. Actions: what commands can it issue? Distinguish model decisions from helper code that performs movement or pathfinding.
3. Environment: identify the server or test setup, starting conditions and any interventions.
4. Result: note the actual goal, time, failures and completion evidence. Read limitations alongside highlights.

Your experiment notes

Agent/model: _____
Observations and available tools: _____
Test environment and starting state: _____
Human interventions or helper systems: _____
Goal completed, evidence and failure cases: _____

Design your own small test

1. Use a controlled environment where automation is permitted. Choose one measurable task and keep the setup reproducible.
2. Record failures as well as successes and change only one condition between comparisons.

ORIGINAL RESOURCE

[Original agent-wow experiment write-up](https://agent-wow.sh/gpt-6-astra-plays-world-of-warcraft-for-the-first-time-with-agent-wow/)

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An independent companion by Huzaifa Shoukat. Check the original project for current setup and availability. Prepared 12 October 2026.