

In this thesis we introduce a model of episodic memory for a human-like agent, who is designed according to Gibson's theory of affordances. Episodic memory represents personal history of an agent. It stores memories related to particular places and moments, their storage and retrieval depends on subjective feelings and current goals. In this thesis we discuss the believability of the agent as well as some technical issues concerning memory size and memory access time. As a part of our work, we implemented a human-like agent with hierarchical reactive planning, including some features of Belief-Desire-Intention. The agent remembers only important things, i.e. things which passed through the attention filter. Thanks to this filter, memory size can be significantly reduced. At the end of the thesis we introduce results of some tests, which were performed in our prototype implementation.