In this work I will discuss general view on agent as objects of science research. One of the discussed type of agent is used for implementing robots in my software project. I will also discuss environment in which agents exist, for the first time from general view, then in my software project, in which the robot battle simulation proceed. In this work I will propose, how a software robot view as percept can be proposed, which situation can occur on the battle field, and how is the battle field as environment for robots designed. At the end of this work I justify my decision to choose the type of agent by comparing theirs advantages and disadvantages for the aim of the project.