**Spike:** 11

**Title:** Tactical Analysis with Planet Wars

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**Goals / deliverables:**

Create two different bots for planet wars

* Create a Simple Bot that:
  + Must have a basic ability to attack the weakest, strongest, closest or most productive planet
* Create a Complex Bot that:
  + Event Detection
  + Scouting
  + Fog of War Deception
* Compare each bot over a number of maps and present the results over the performance of both

**Technologies, Tools, and Resources used:**

* Knowledge of python
  + <https://docs.python.org/3/tutorial/>
* Python Interpreter
  + Visual Studio
    - <https://www.visualstudio.com/downloads/>

**Tasks undertaken:**

* Added a best action before you loop though the actions for comparing each action
* Compare each action and determine which action will used
  + See which one will drop the value down by the most
  + See if the action will be equal or greater than 0
* Once an action is found complete the action

**What we found out:**

# Game 1 - Map 12

# 

# Game 2 – Map 52

# 

# Game 3 – Map 87

# 

# Game 4 – Map 96

