

How to run the game

In master :

- roscore
- rosrun turtlesim turtlesim_node
- rosrun my_turtle_fight spawn_turtles.py
- rosservice call /spawn 6.0 4.0 0.0 "turtle5" #if you need more turtles
- rosrun my_turtle_fight health_node.py

in 1st slave :

- rosrun my_turtle_fight keyboard.py __name:=keyboard1 turtle=turtle1
- rosrun my_turtle_fight turtle_movement.py __name:=turtle1_movement turtle=turtle1
- rosrun my_turtle_fight attack_node.py __name:=attack_node1 turtle=turtle1

in 2nd slave :

- rosrun my_turtle_fight keyboard.py __name:=keyboard2 turtle=turtle2
- rosrun my_turtle_fight turtle_movement.py __name:=turtle2_movement turtle=turtle2
- rosrun my_turtle_fight attack_node.py __name:=attack_node2 turtle=turtle2

in 3rd slave :

- rosrun my_turtle_fight keyboard.py __name:=keyboard3 turtle=turtle3
- rosrun my_turtle_fight turtle_movement.py __name:=turtle3_movement turtle=turtle3
- rosrun my_turtle_fight attack_node.py __name:=attack_node3 turtle=turtle3

in 4th slave :

- `roslaunch my_turtle_fight keyboard.py __name:=keyboard4 turtle=turtle4`
- `roslaunch my_turtle_fight turtle_movement.py __name:=turtle4_movement
turtle=turtle4`
- `roslaunch my_turtle_fight attack_node.py __name:=attack_node4
turtle=turtle4`