**🥋 Build Your Own Boxer Fighter**

You're joining the **Arena of Strategic Combat**, where your custom-coded boxer will face others in 1v1 battles. The fights are simulated — your job is to code how your fighter moves.

**✅ What You Need to Do**

1. You will be given a starter Python file: my\_strategy.py
2. You’ll see a Boxer class in it.
3. Only update this method:

python

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def decide\_movement(self, opponent, ring):

# ← your strategy goes here

**💡 What You Can Use**

* self.x, self.y: your position
* opponent.x, opponent.y: opponent’s position
* self.health, opponent.health
* ring.in\_bounds(x, y): checks if a position is inside the arena
* self.try\_attack(opponent, frame\_count): use this to punch

**⚠️ What You CAN Do**

✅ Customize your boxer’s:

* self.name (displayed on screen)
* self.strategy (shown in logs)
* self.color (your fighter’s color)

✅ Print stuff to debug if you like

**❌ What You CAN’T Do**

🚫 Don’t change opponent’s health manually  
🚫 Don’t go outside the ring — use ring.in\_bounds()  
🚫 Don’t use memory or store values across frames (keep it pure function-style)

**🧪 What Will Happen**

* Your file will be loaded into a battle simulator
* Your boxer will face every other strategy in 1v1 fights
* Results are logged: win/loss, duration, HP, and more

**📝 To Submit:**

* Rename your file as your strategy name: orbit\_dancer.py, feinter.py, etc.
* Make sure your file contains exactly one Boxer class
* Submit only .py file

If your bot’s good and you want to level it up, I’ll allow limited memory.