swarmathon 5

competition guide

# rules

Please read the following rules carefully before beginning your competition submission.

## what is stigmergy?

getting started

## file setup

## review swarmathon 1 challenges

# the trail to success

## what do we need to add?

# modifying globals & properties and the setup procedure

agenda 1 – 3

1. Robots need to know if they are using pheromone.
2. Patches need to know if they have pheromone on them, and how long it has been there.
3. We should create some larger clusters of rocks to test the pheromone’s effectiveness. If our pheromone is working correctly, robots should lay trails from the large cluster and follow trails to the large clusters.

# modifying the go procedure

In this section, we will complete Agenda items 4 and 5.

GREAT JOB! You completed SWARMATHON 5.

BUG REPORT? FEATURE REQUEST?

email elizabeth@cs.unm.edu with the subject SW5 report

Good luck in the competition!