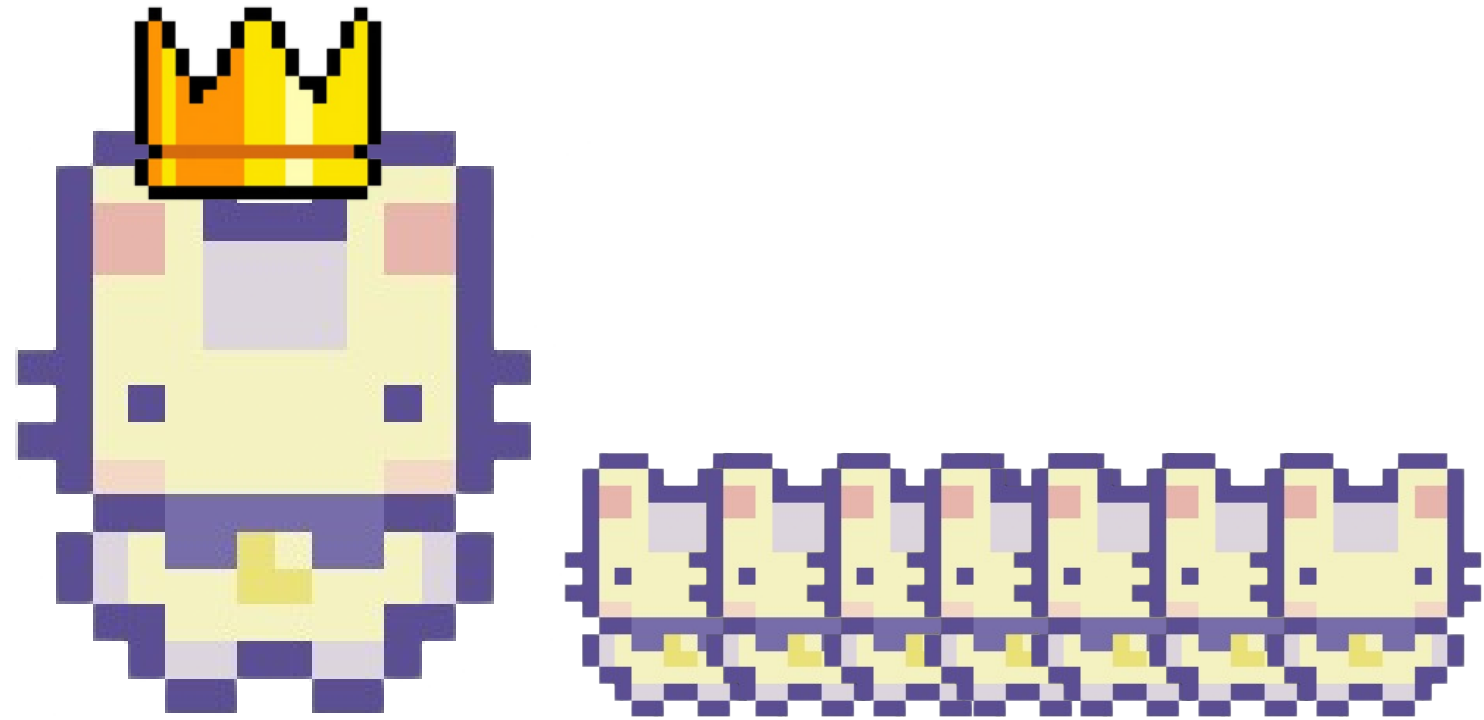


(EPITECH)

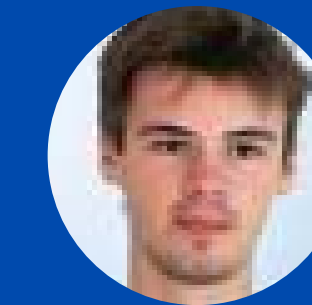
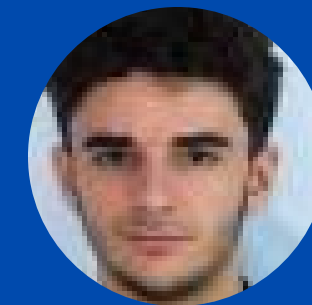
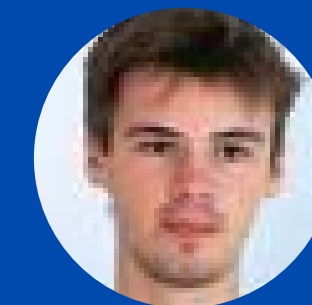
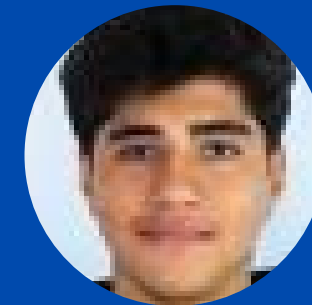
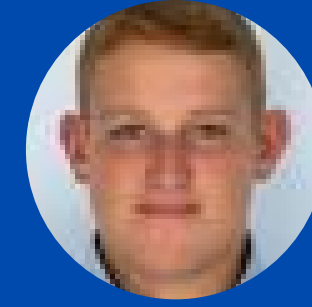
ZAPPY TRANTRONION



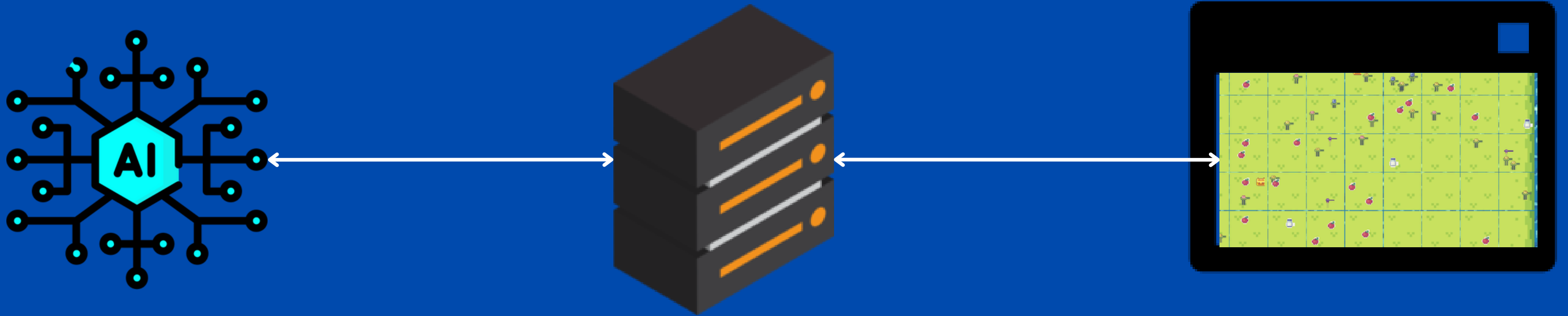
B4 - YEAR-END-PROJECT

ORGANISATION

- SERVER (C)
 - AMIR MADAOUI
 - BASTIEN TIFFY
- GUI (C++)
 - LOUIS CORNU
 - CORENTIN ALBERTUS
- IA (PYTHON)
 - THOMAS JANIAUT
 - CORENTIN ALBERTUS



LE SERVEUR



COMMUNICATION Bi-DIRECTIONNELLE

GUI



INVENTAIRE



food



linemate



deraumere



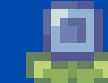
mendiane



phiras



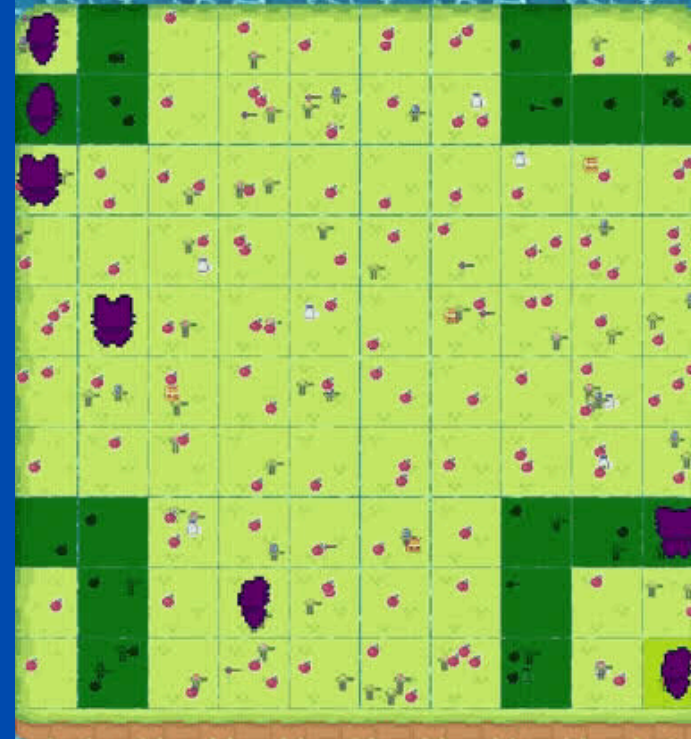
sibur



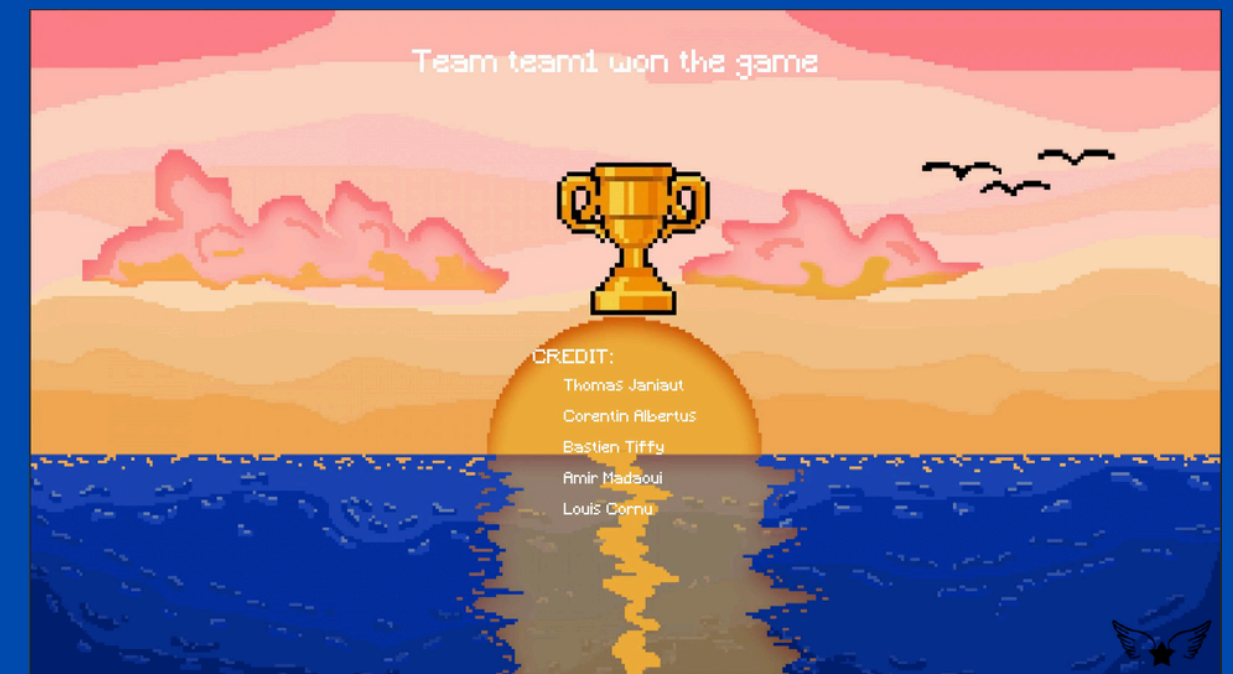
thystame



COMMUNICATION ENTRE IA

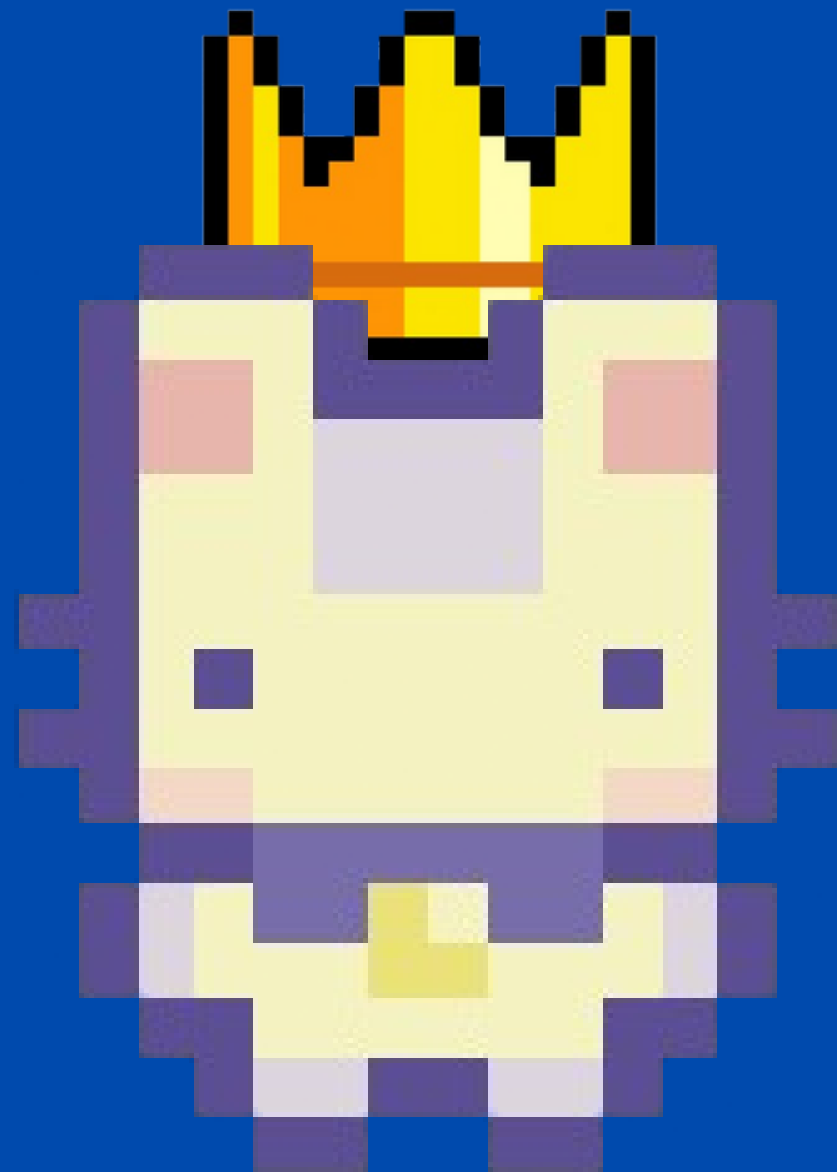


ECRAN DE VICTOIRE



IA: STRATEGIE

MASTER



- 🍎 50 FOOD
- 🌻 9 LINMATE
- 🌹 8 DERAUMERE
- 🍄 10 SIBUR
- 🚗 5 MENDIANE
- 🏠 6 PHIRAS
- 📦 1 THYSTAME
- 🐱 7 SUBORDONNÉS

elevation	nb players	linemate	deraumere	sibur	mendiane	phiras	thystame
1->2	1	1	0	0	0	0	0
2->3	2	1	1	1	0	0	0
3->4	2	2	0	1	0	2	0
4->5	4	1	1	2	0	1	0
5->6	4	1	2	1	3	0	0
6->7	6	1	2	3	0	1	0
7->8	6	2	2	2	2	2	1

MISSION:

TROUVER LES RESSOURCES POUR
FAIRE ÉVOLUER TOUTES LES IA

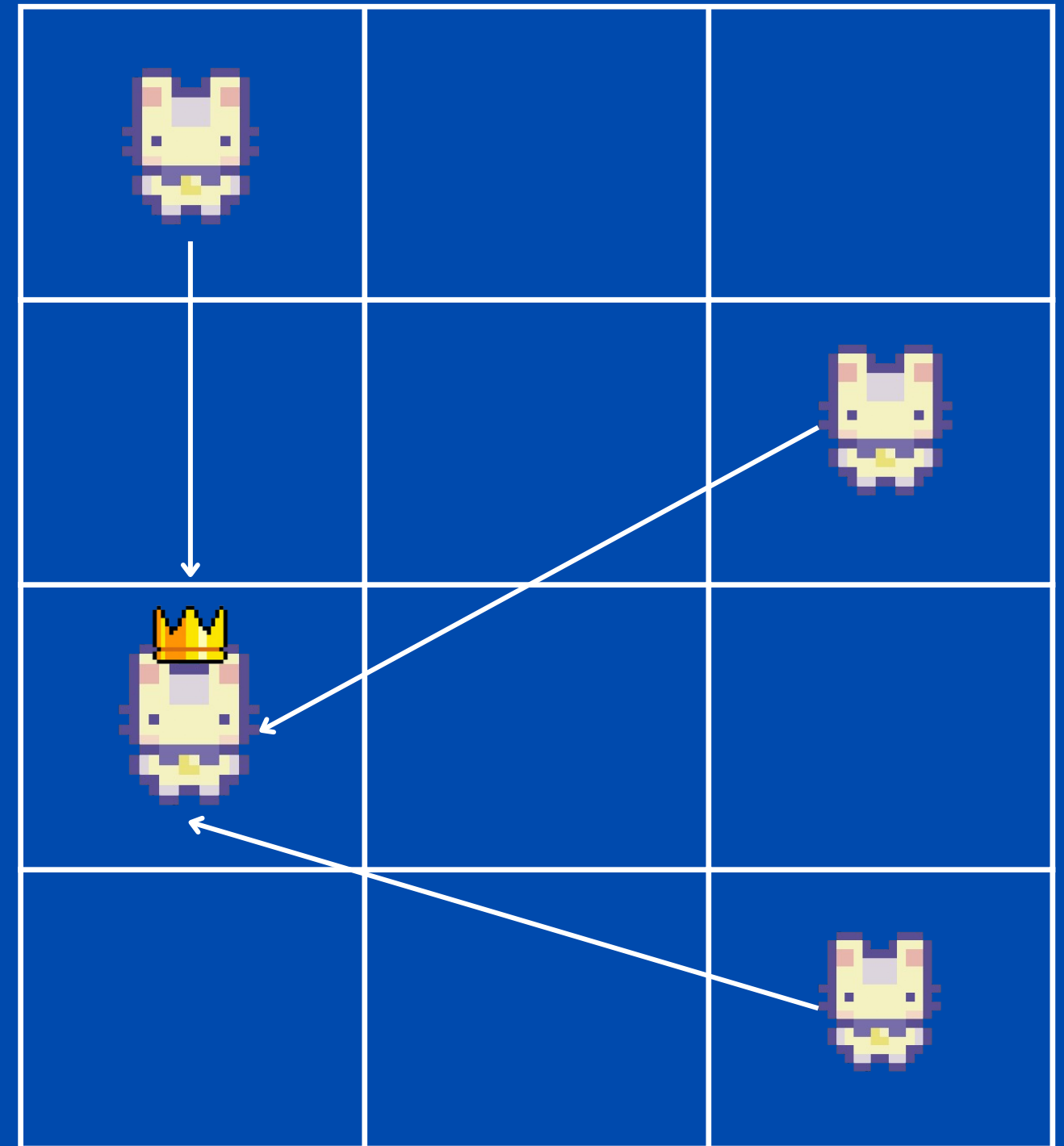
IA: EVOLUTION

SUBORDONNÉS



MISSION:

SURVIVRE LES TEMPS QUE L'IA MASTER
RÉCUPÈRE TOUTES LES RESSOURCES

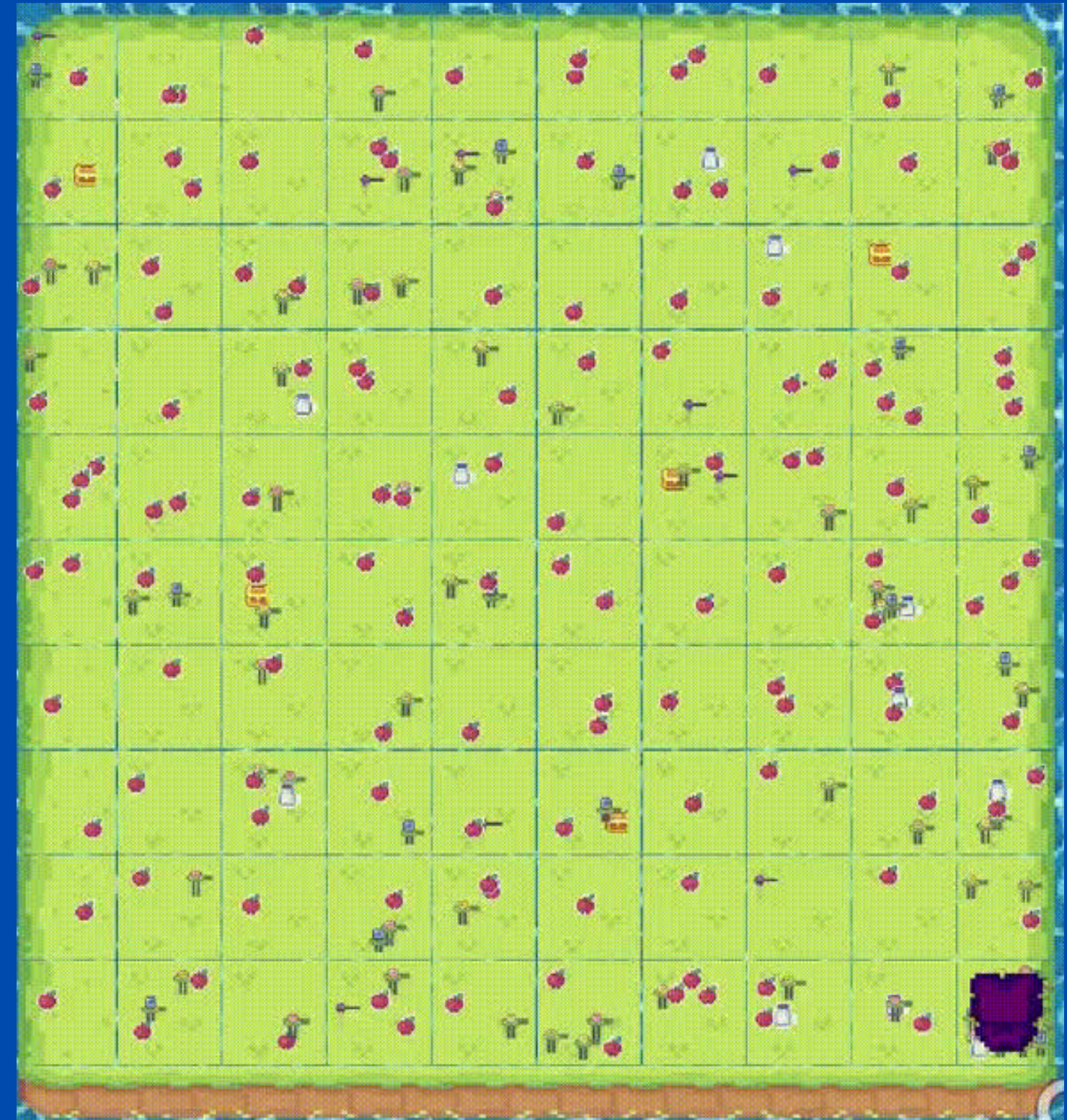


IA: RESULTS

NIVEAUX: 1 → 8

TEMPS: 2-3MIN

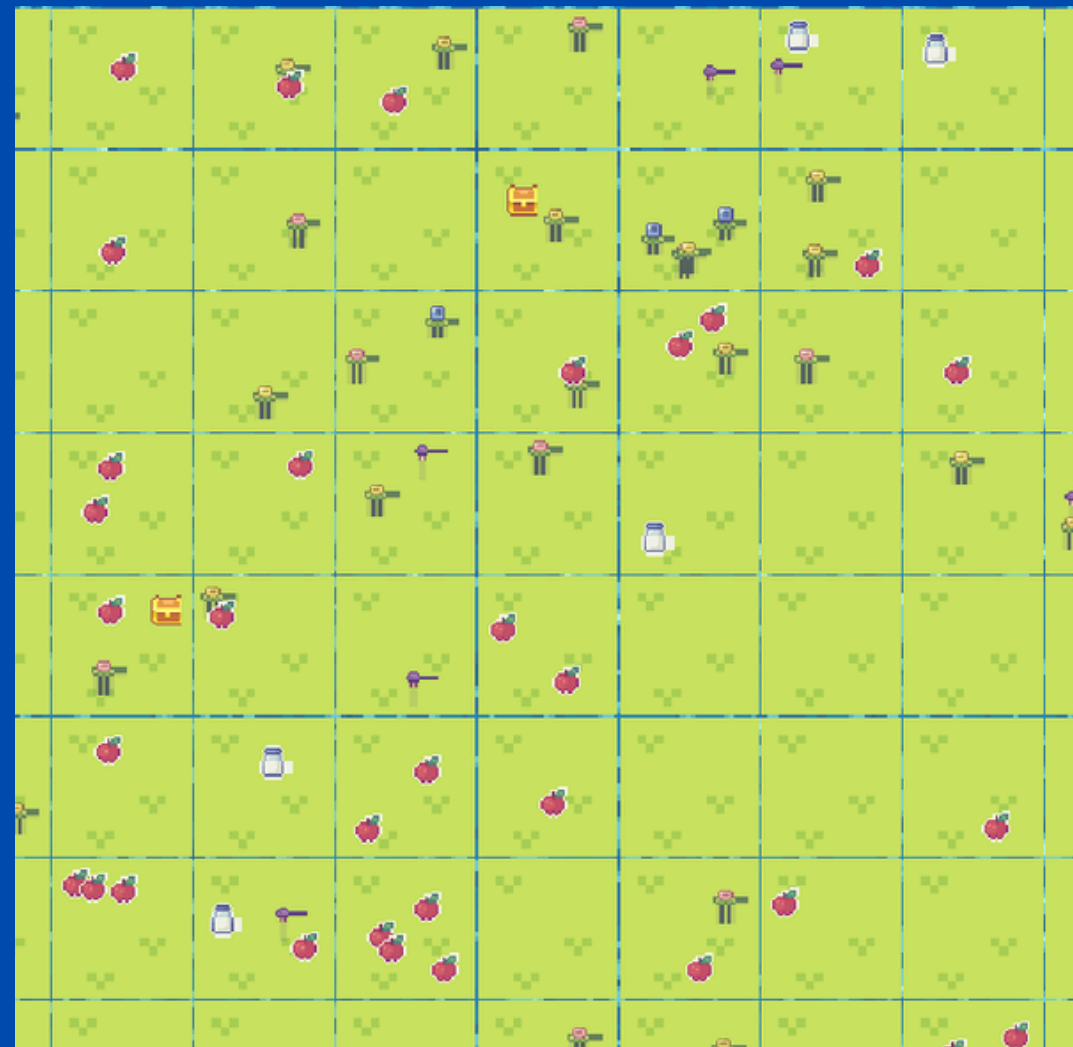
RÉUSSITE: 95%



DEMO

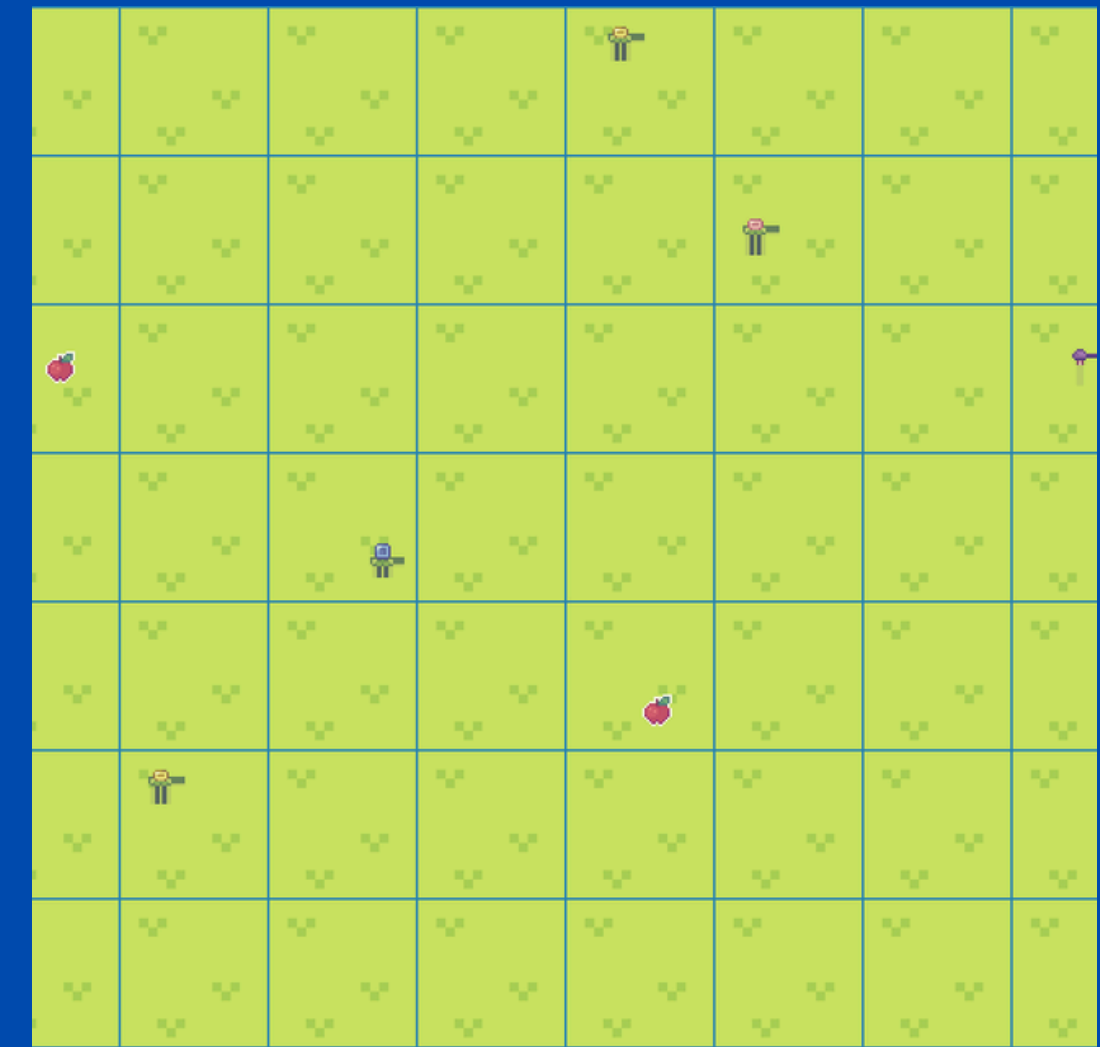
FORCES/FAIBLESSES

SITUATION
FAVORABLE



UNE PETITE CARTE
AVEC BEAUCOUP
DE RESSOURCE

SITUATION
DEFAVORABLE



UNE GRANDE
CARTE PAUVRE EN
RESSOURCE

{EPITECH}

MERCI !