TP AI – GameData

Game :

Accesseurs :
- SpaceShips
- WayPoints
- Asteroids
- Mines
- Bullets
- timeLeft

Fonction :
- GetSpaceShipForOwner

SpaceShip :

Constantes :
- energyPerSecond = 0.12
- trustConsumption = 0.5
- accelerationForThrust = 5.0
- speedMax = 2.5
- orientationTarget = 0.0
- rotationSpeed = 180.0

Accesseurs :
- Owner
- Thrust
- Velocity
- SpeedMax
- Position
- Orientation
- Radius
- HitCountdown
- Energy
- MineEnergyCost
- ShootEnergyCost
- ShockwaveEnergyCost
- HitCount
- Score

Bullet :

Constantes :
- shootEnergyCost = 0.2
- bulletSpeed = 5.0
- hitDuration = 3.0
- hitSpeedFactor = 0.3

Accesseurs :
- ExplosionRadius
- BulletHitRadius
- Position
- IsActive

Shockwave :

Constantes :
- shockwaveEnergyCost = 0.4
- stunDuration = 1.5

Mine :

Constantes :
- mineEnergyCost = 0.2
- activationTime = 1.0
- hitDuration = 3.0
- hitSpeedFactor = 0.3

Accesseurs :
- ExplosionRadius
- BulletHitRadius
- Position
- IsActive

WayPoint :

Accesseurs :
- Owner
- Radius
- Position

Asteroid :

Accesseurs :
- Position
- Radius