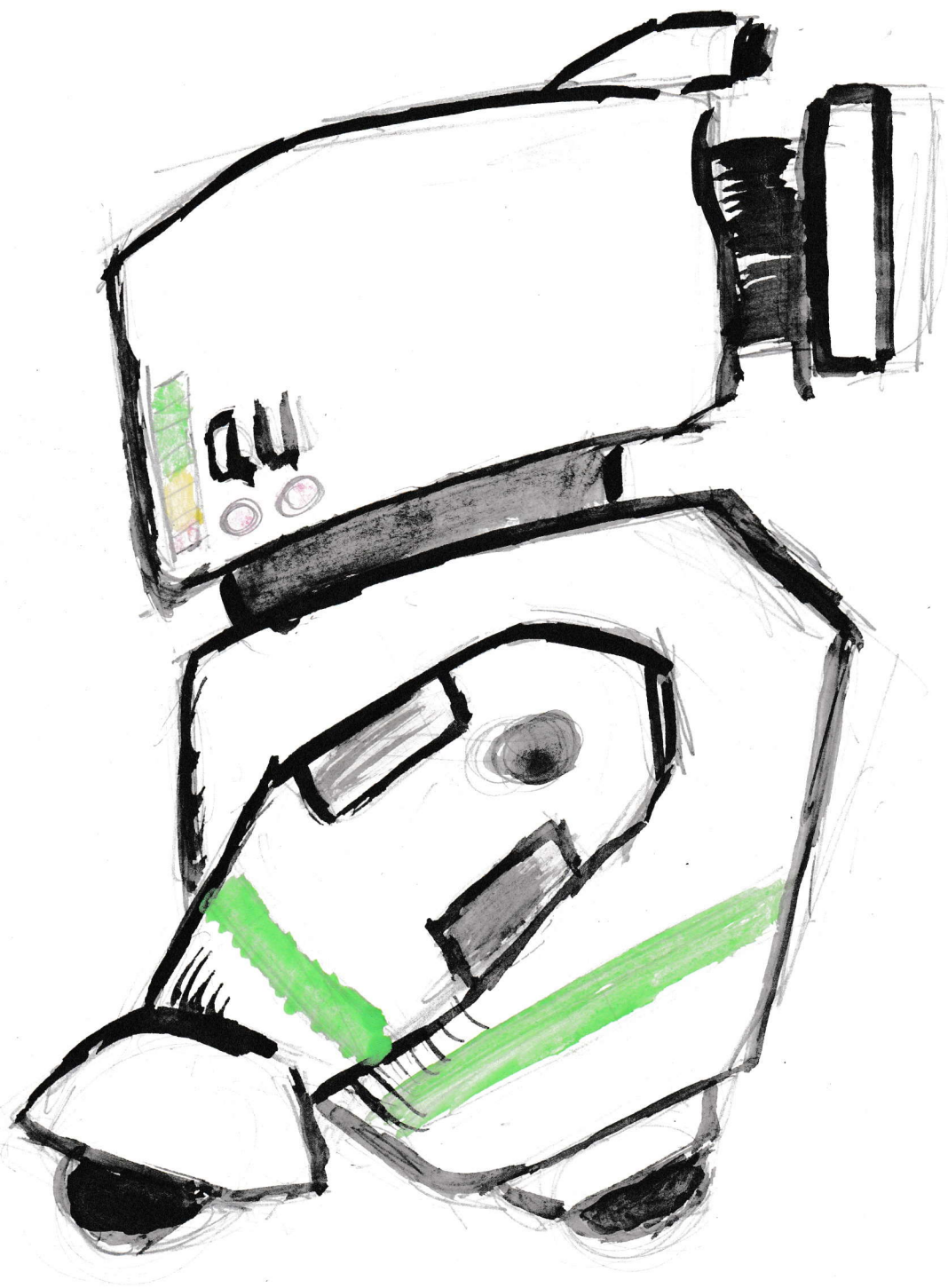
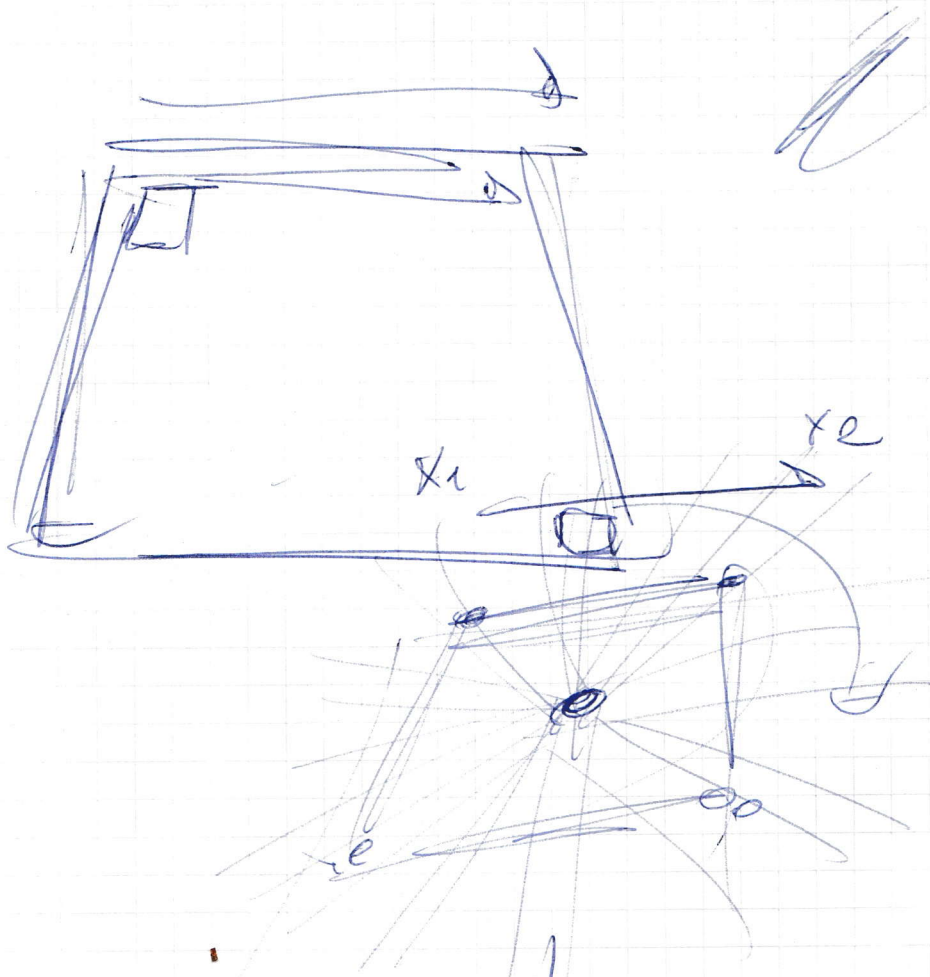


70



MAPPING



in 2D ARRAY

↓ term (1.5)

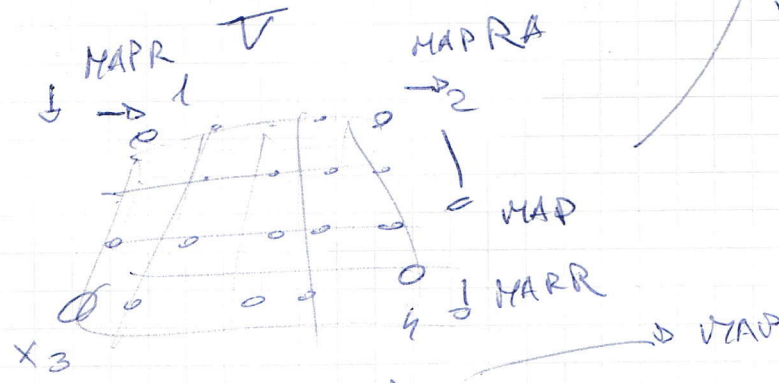
↓ compare()

has 100

vector (code)

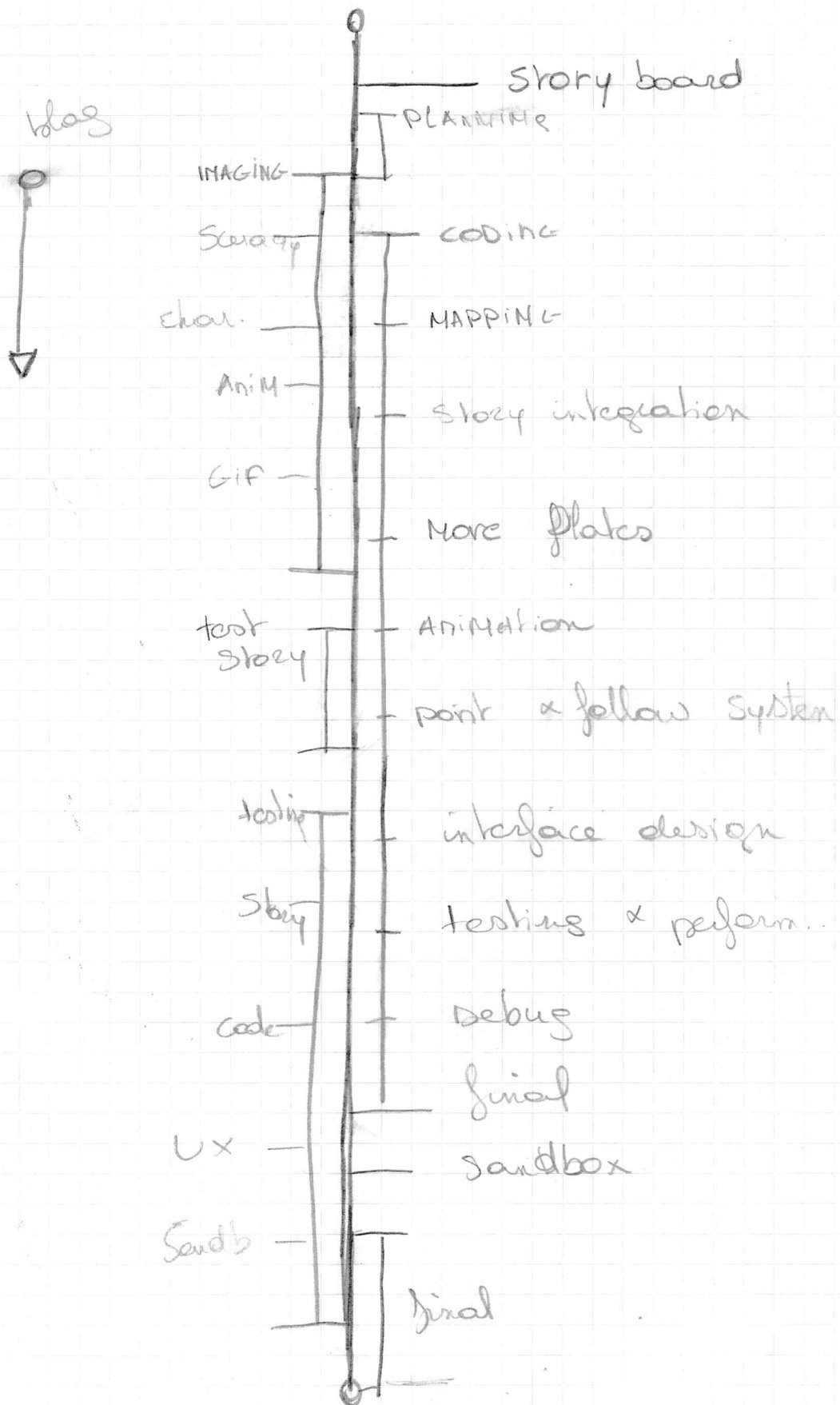
compare so

→

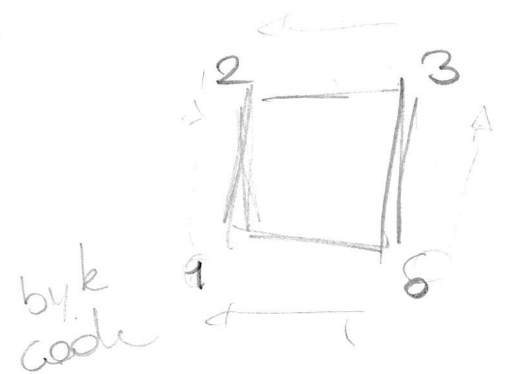
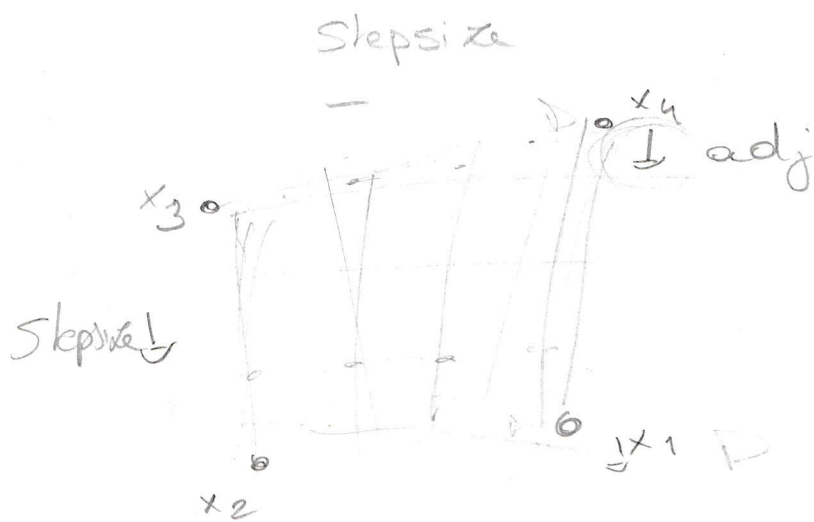


$$x \rightarrow \begin{pmatrix} 1 \\ x_1 \end{pmatrix} \rightarrow x_2 \rightarrow (x_2, x_1) \text{ RATIO} \\ \hookrightarrow (x_1, x_3) \text{ RATIO}$$

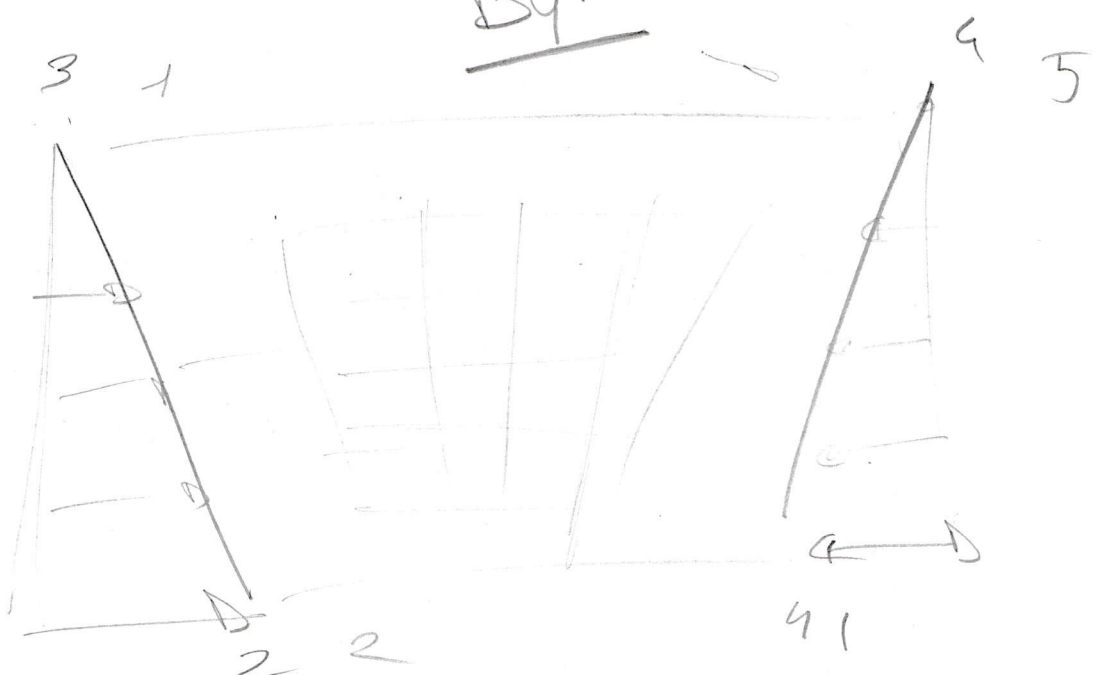
$$y \rightarrow (y_1 \rightarrow y_3 \rightarrow (y_3, y_4) \text{ ratio} \\ \hookrightarrow (y_1, y_2) \text{ RATIO}$$



1 2.
0 0
9 8
0 0



Bytes



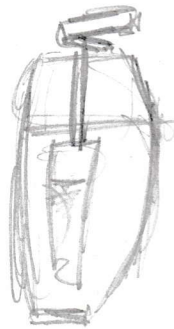
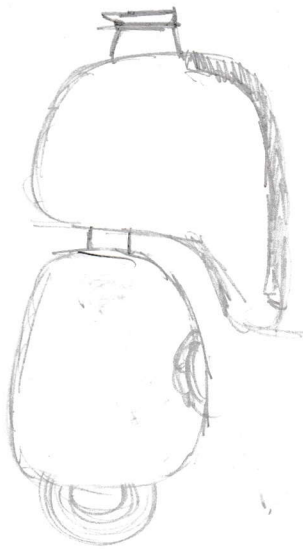
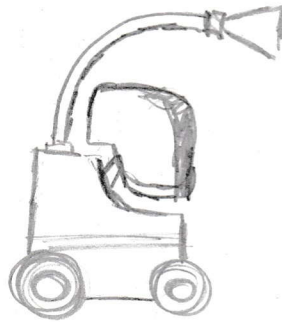
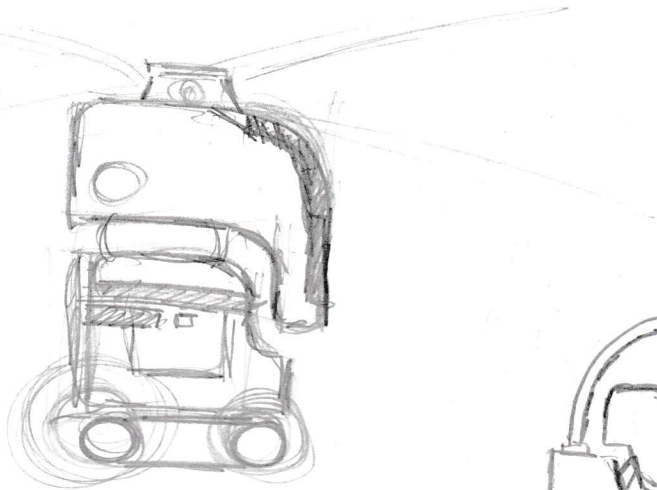
$$(x_3 - x_2)$$

$$1 - 2 = -1$$

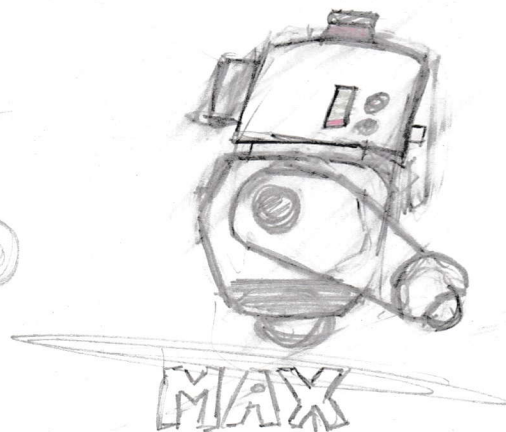
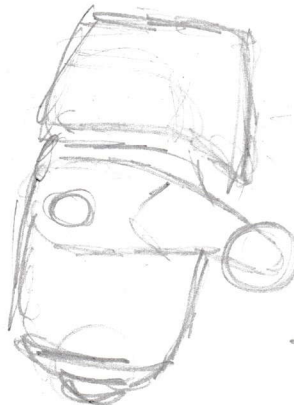
$$\left(\left((x_2 - x_3) \cdot 1 \right) / \text{steps} \right) x_i \rightarrow \text{effect start}$$

$$\left(\left((x_1 - x_4) \cdot 1 \right) / \text{steps} \right) x_i \rightarrow \text{effect end}$$

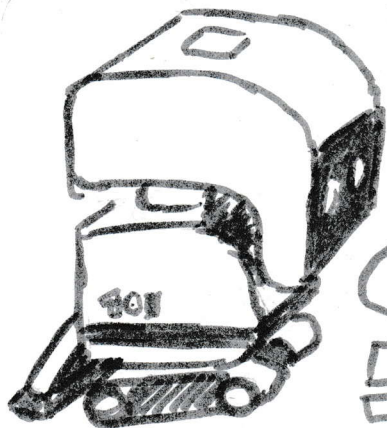
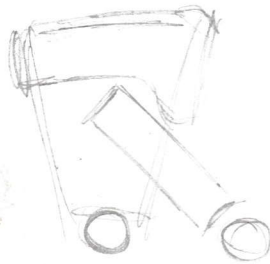
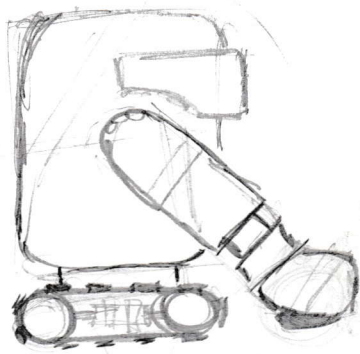
$$(x_4 - \text{end}) - (x_3 + \text{effect start}) \times \text{steps} \times i$$



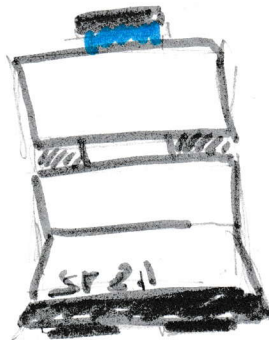
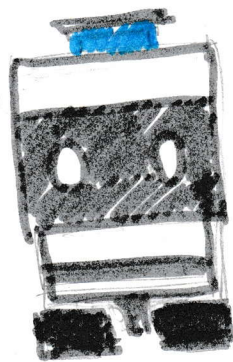
Security?
cleaning?



Security



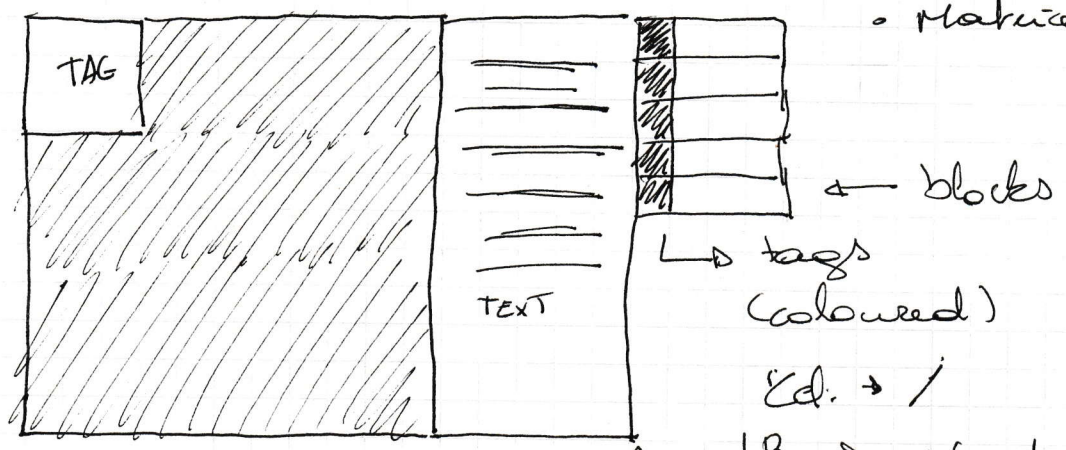
Sr 2.1 GOO



- cleaning → FD robot
- finds entrance outside world in sight
- cross bridge
- first nature
- fight big robot (safe big garbage robot)
- survive
- freedom & open end

31/03/15
 Jan Ewert

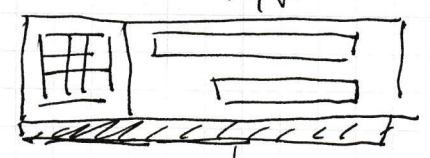
loaded in fbo
 • movability
 • drawing
 • matrices



↑
 IMAGE

↑ Magnet
 B → structural
 R → condition
 C → movement

see existing code blocks
 → colour by type



explicit text

STE



- read tag
- check from last pos
- check rotation
- update values

- draw image in fbo
 - load from XML URL
- draw text in fbo
 - load from XML
- load in code
- check blocks



BEAST

verify with XML
 ↳ Dynamic

story graphics?
 code

↳ linear: array map

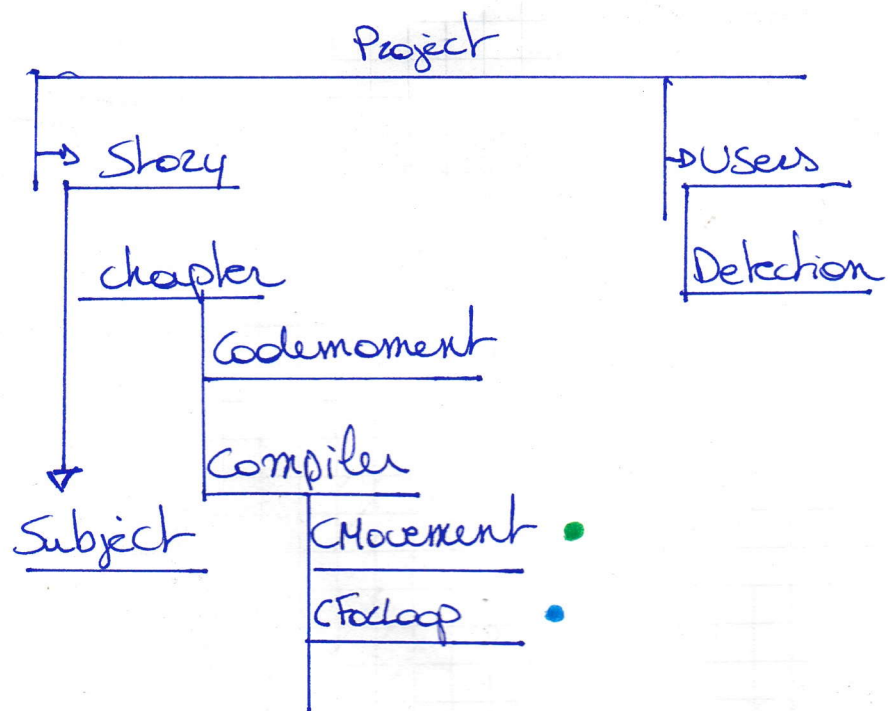
↳ Modular: self-coded

extra set of blocks

HYBRIDE CODE

↳ linear, solvable by algorithmic

↳ complex ways (too many blocks)



- output
- Structure