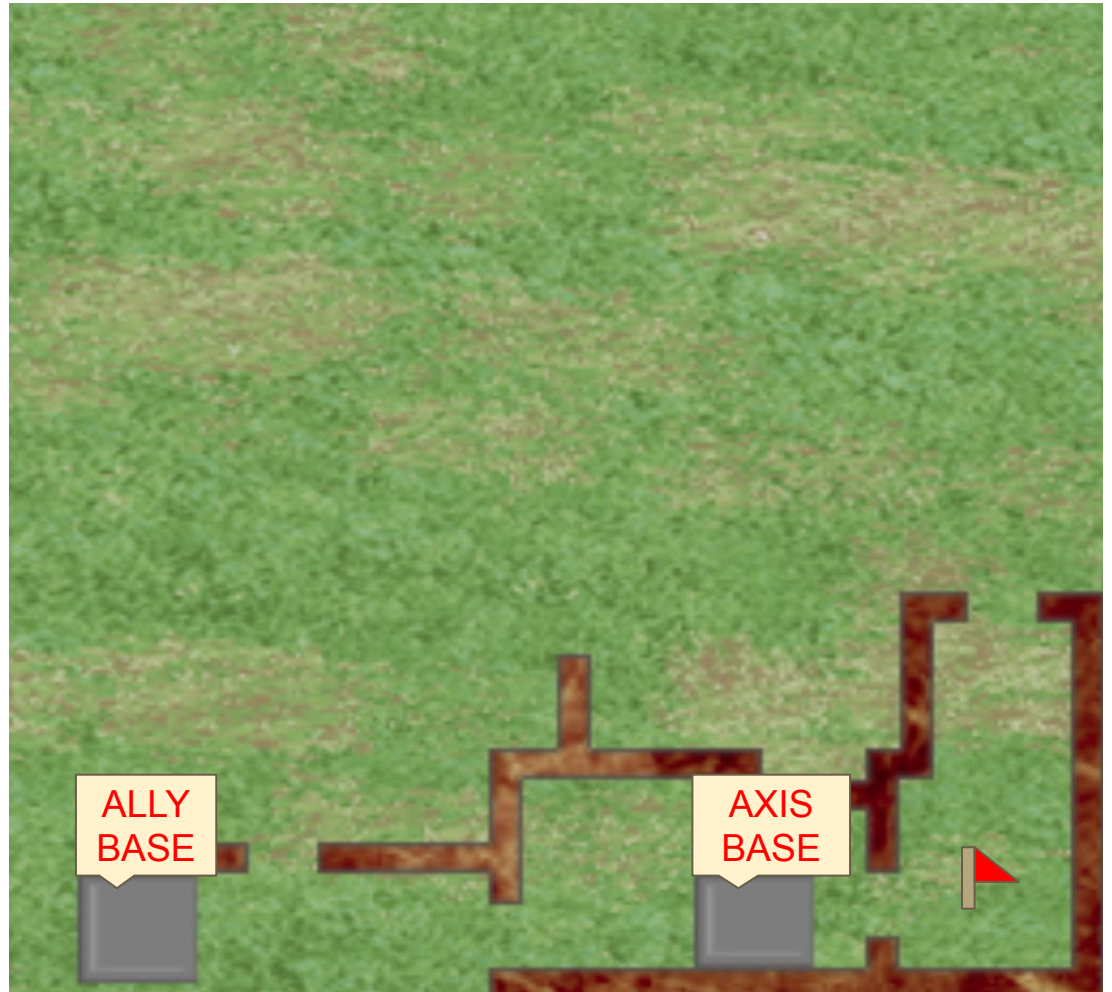

The flag game in JGOMAS

— Generalized strategies to defeat —
the enemy and seize victory

Playing ground



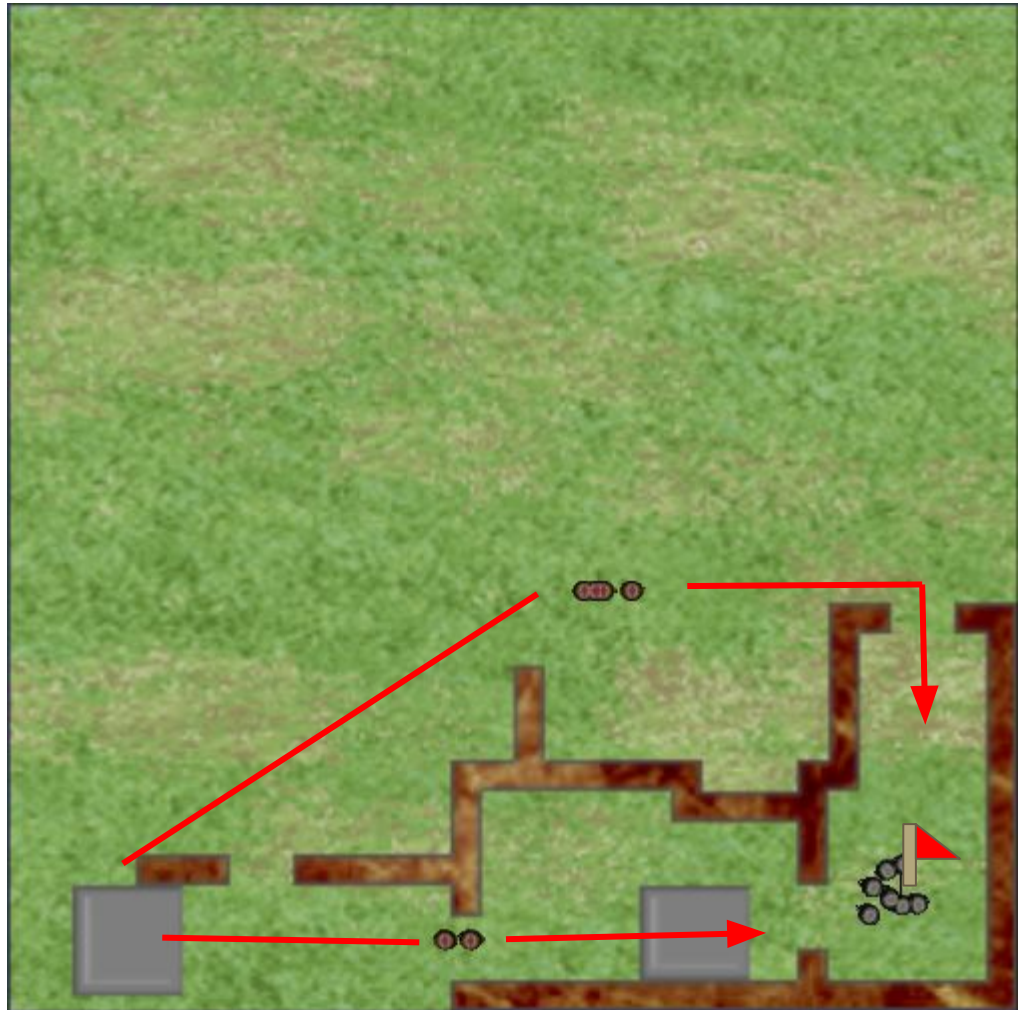
ALLY TEAM STRATEGY

STEP 1: Double siege

The allies divide themselves in two subgroups respectively:

1. Distractors: Two medics that aim to draw the attention of the axis agents.
2. Infiltrators: Five medics that enter into the fortress and steal the flag while enemies are distracted.

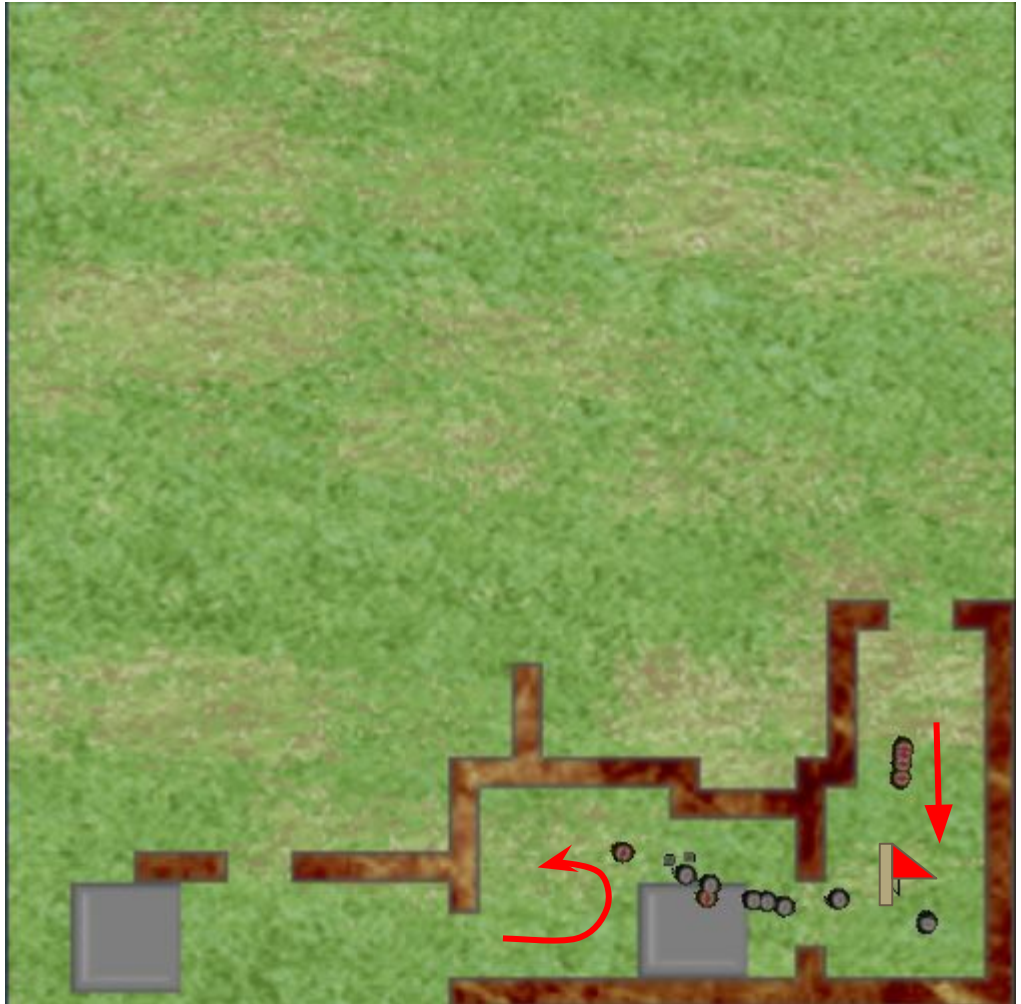
The distractors wait for a bit until the infiltrators have moved towards the northeast gate. The distractors head to the southwest gate.



STEP 2: Deceit

Distractors sacrifice drawing the axis team agents away from the flag to another position.

Infiltrators take the chance of the axis team being focused on the other agents to sneak in and take the flag.

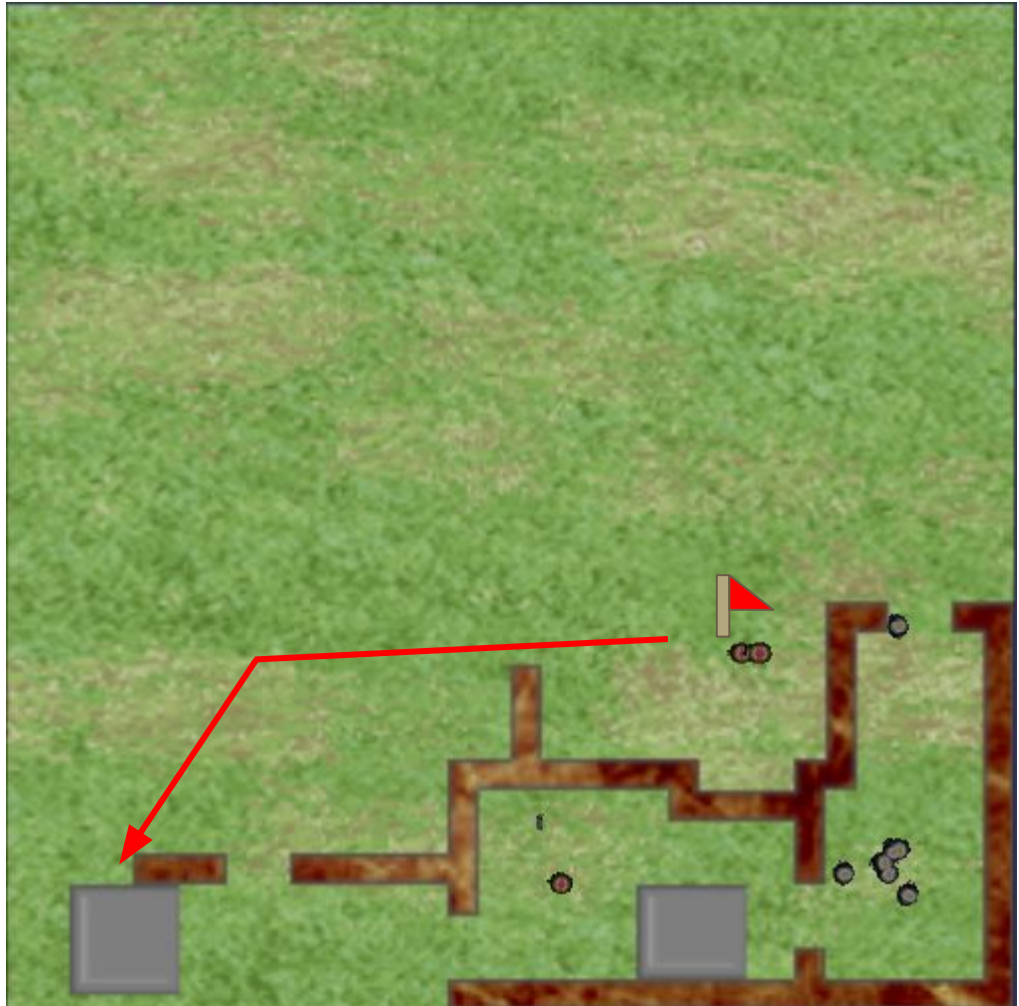


STEP 3: Last stand

The distractors stay between the ally and axis bases, not risking the position of the infiltrators.

The infiltrators withdraw rapidly to the ally base with the flag they have stolen from the axis team.

In both cases, they desperately aim to flee and survive with the flag they carry.



General strategies

- Each agent creates its own medic packs, without asking for help.
- If they have low HP, they look for medic packs.
- They don't attack the enemy agents, they just focus in achieving their objectives.
- They avoid friendly fire.

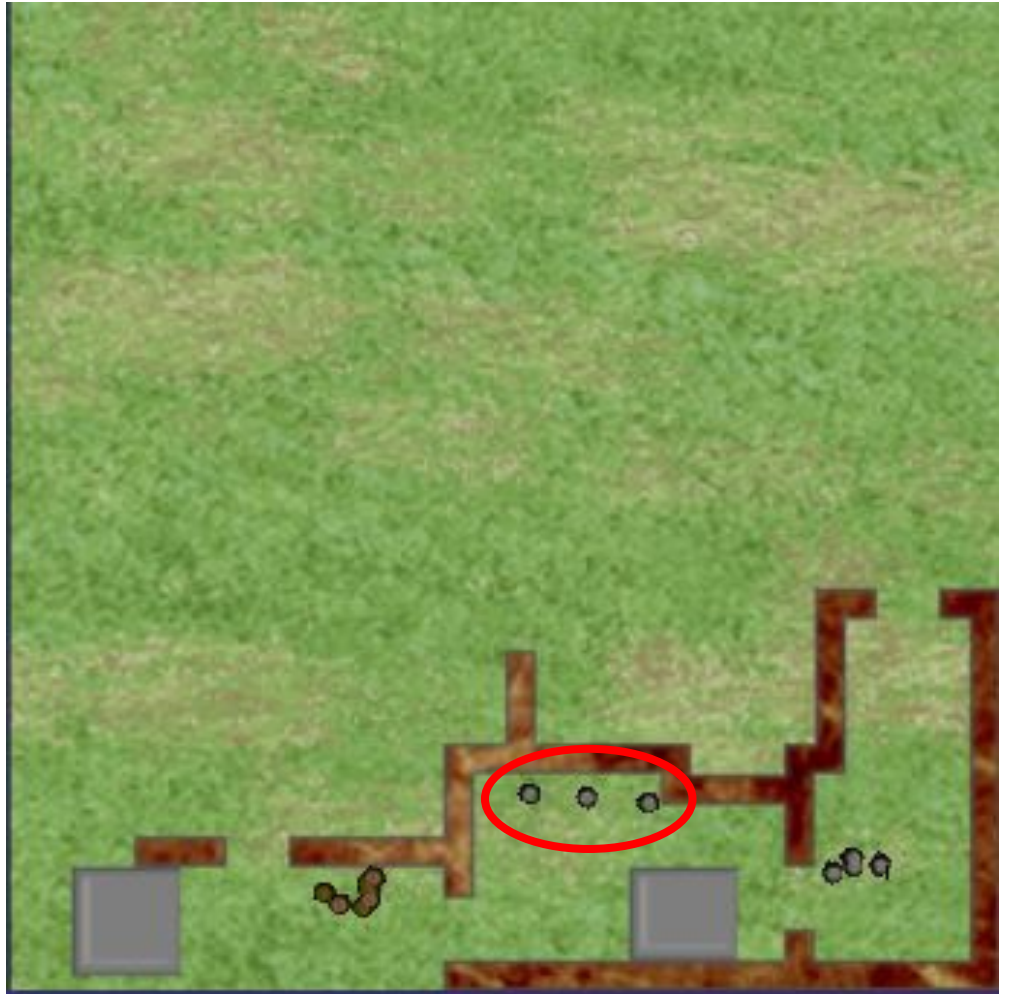
AXIS TEAM STRATEGY

Continuous step: Mindful patrolling

The axis divide themselves in two subgroups respectively:

1. Sneaky agents: Three fieldops that wait for the allies to enter into the fortress and flank them from behind without being noticed.
2. Patrolling agents: Four fieldops that patrol around the flag waiting for the allies to appear.

This efficiently allows to pressure the allies from both the front and the rear.



General strategies

- Each agent creates its own ammo packs, without asking for help.
- If they have no ammo, they return back to their patrolling position and they look for ammo packs.
- They have an aggressive behaviour. The target enemy is always the one with lowest health.
- They avoid friendly fire.