Post- Mortem

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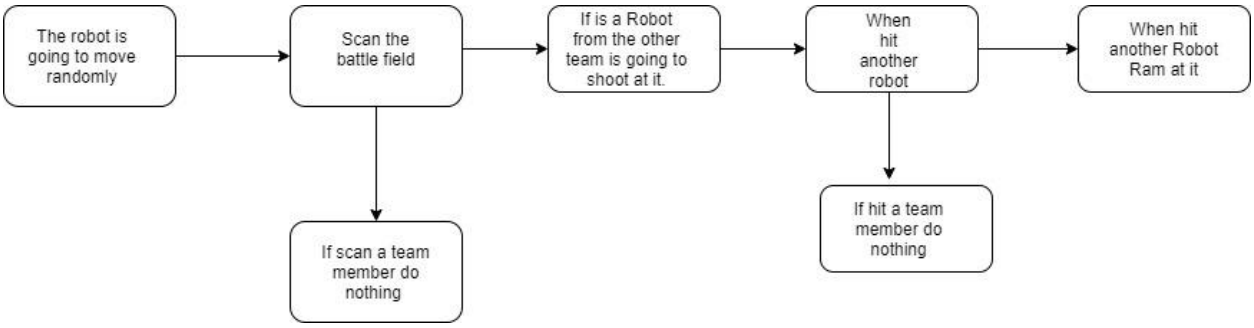
Team Name: If C…then Degree

1- Diagram



My robot Rem is based in some ideas from the sample robot provided RamFire. The strategies for movements are random so if there are a robot that can get certain movements Rem can avoid get hit. The methods used for this robot were: run() , that set the colors for all the parts of the robot and a loop that makes the robot to move randomly.

The other method used was onScannedRobot(), this method scan the battle field and when see a robot fires. In this method I used if-else statements to check whether the scanned robot is a teammate or not and depending on that is going to fire, also considering the energy level and the distance.

And the last method used is onHitRobot(), this method is going to check first if the robot is an opponent and if it is, is going to ram over it depending of the energy and distance of my robot.

2- What went right:

When creating the strategies, I could find a great support on the sample robots and try to create my own code with similar functions but improve it. I could get inspiration when I fist try the robots that the random movement from Crazy was effective to avoid the bullets on the run() method. The other robot that inspired me was RamFire because it can be very effective to ram sometimes into a robot instead of fire at it, for this approach I made the specific code inside the onHitRobot(). Other positive thing about this project was that there is a lot of information available on the Internet about this program and the Wiki Robocode was very helpful and tutorials on Youtube.

What went wrong:

Even when I found a way to no fire at my teammates, I think is not 100 % effective, but it worked so far. Also, the random movements I think is not the best strategy and I feel like this robot can be optimized a lot more. The other thing that went wrong, was, when

I designed my robot I did not think as a member of a team so I did some methods and code that, when my team and I compiled together all the robots, for some reason my robot did not move at all, so I had to change some methods and eliminate others and the performance of my robot was not as good as before.
Sadly, most of the information that I found about how to improve some strategies, like instead of going random, do a movement that follows a pattern, used some methods from AdvanceRobot class and I didn't find a way to implement this. But in conclusion, there is a lot of resources than can be used and they are not very hard to implement them, so one can improve the scanner method, or when you hit a wall, or the robot is hit by a bullet.

3- Reflection on the Project

This was a very fun and interesting project that made me to interact with other people. It teaches how is like to work in a group to achieve a common objective.

This program has a large API and somehow, I could manage to understand and implement some of the methods. From this I learned, that, no matter how long the manual or book of something can be, what you need first is to create a strategy. Then, when you know exactly, or you just have an idea of what is what you want you just look for those specific tools to develop your idea.

One very helpful thing was the code already provided, all those sample robots are a very good example of the ideas that you can try. I was able to analyze them and start to build up my own ideas.

This game is also very addictive, I personally wanted to keep trying to improve and implement more things to my robot. I think that this is a great way for a beginner to learn because is fun but also can be from to easy to very challenging.

Since this was a group project I could also meet and work with new people that help me and made this project better that I could be. It teaches us how is going to be in a Laboral future to cooperate and agree one with each other for the same goal.