# Sharpest Beak - Basics

1. Game board (hereinafter, **GB**) is defined as chess-like board of size W by H (width x height) cells.
2. GB may have obstacles to produce some sort of labyrinth.
3. Each chicken unit (hereinafter, **CU**) appears at random position with random beak orientation (angle).
   * **TODO**: Some rules should be defined so that opposite team chickens don’t appear too close to each other.
4. Beak angle step is 45o.
5. Each chicken starts with zero speed.
6. ...