

Status report

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Research lab – Summer term 2014

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Open from last meeting

- To collect further ideas on good agent behavior, take a look at the implementation of the agents provided in the MAPC 2013 download package.
- Will we use a software development methodology like XP or SCRUM?
- Look at some introductions to the languages CArtAgO and Moise which were used by the winner team last year.

Discussed

- Possible application of CArtAgO to our project
- Progress of teams in working on their tasks.
- High level communication model of our project

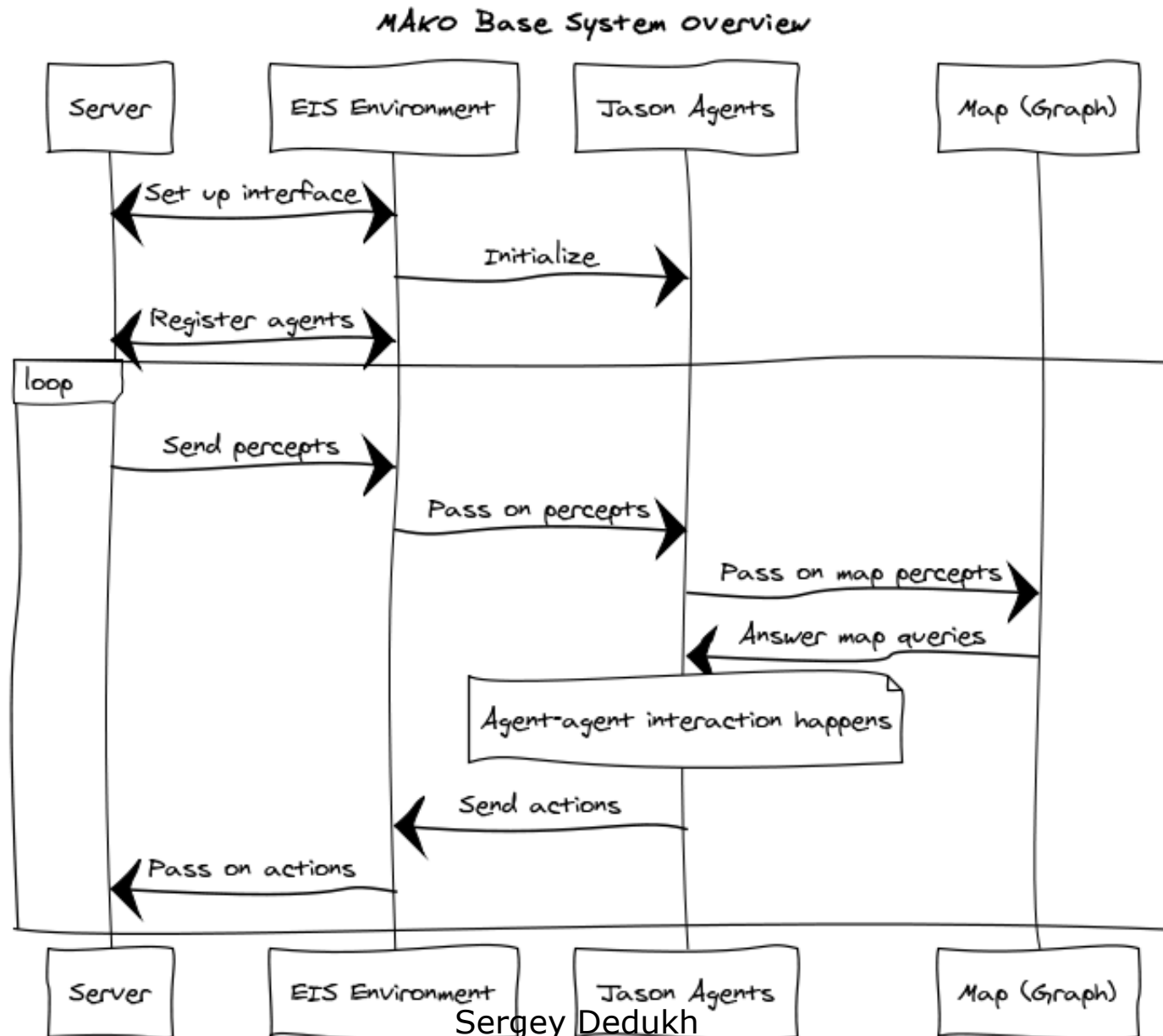
Teams

- Interface/Project Setup (Artur, Michael S.)
- Environment/Map Generation (Sergey, Miriam, Michael R.)
- Agents Planning -> starting with base agents (Rahul, Manuel, Sun)

Decided

- Use JavaDoc for class and function description.
- Store the set of adjacent vertices inside Vertex class.
- Identifier and Numeral data types will be used for communication with IGraph interface.
- Teams plan their own internal hacking sessions during holidays.
- We have a Skype Hacking Session on 2014-06-11 from 12-00 to 17-00.

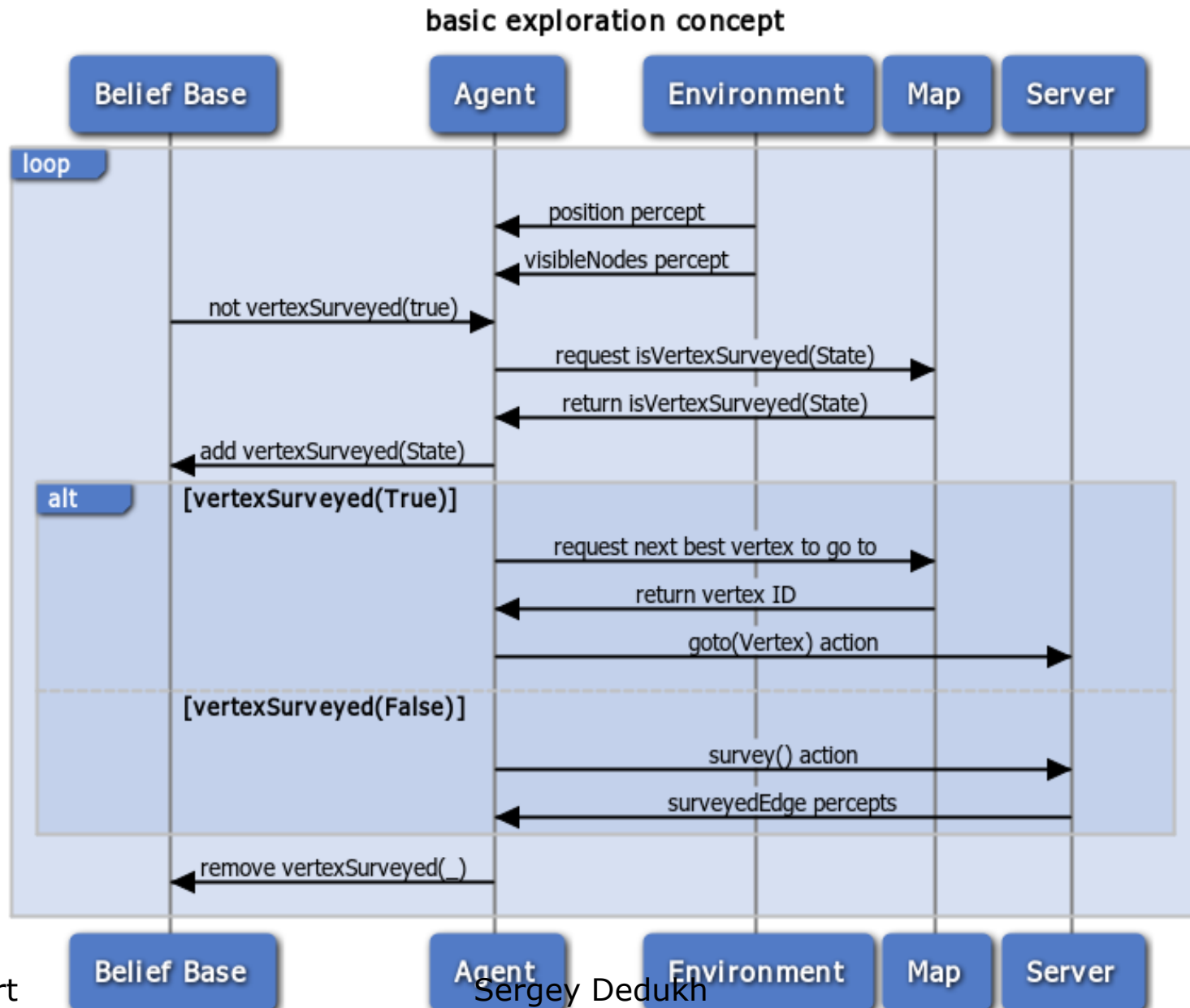
Internal communication



Implemented

- Server-to-agent communication.
- Agent-to-server communication.
- Basic graph algorithms.
- Graph-related percepts handling.
- Basic map exploration algorithm.

Basic map exploration



Current time plan

- Until 2014-06-15: first running implementation of the teams tasks
- Somewhere in June: servers will open for testing purposes
- Begin of July: contest parameters are set
- August: registration for the contest must be done until now
- 2014-09-01: qualification (deadline!)
- 2014-09-02: tournament (small improvements).