```
to init-parameters
   set duree 25000

   ; definit les formes par defaut des agents
   set-default-shape Perceptions "circle"
   set-default-shape Bases "house"
   set-default-shape Explorers "explorer"
   set-default-shape RocketLaunchers "rocket launcher"
   set-default-shape Harvesters "harvester"
   set-default-shape Burgers "hamburger"
   set-default-shape Walls "box"

   ; initialise les variables qui definissent les parametres du jeu

   ; parametres des bases
   set base-nrj 50000
   set base-perception 10
   set base-speed 0
   set base-nb-missiles 1000
   set base-max-missiles 1000000
   set base-nb-fafs 20
   set base-max-fafs 100
   set base-waiting 1
   set base-burgers 100

   ; parametres des rocket-launchers
   set rocket-launcher-cost 6000
   set rocket-launcher-nrj 4000
   set rocket-launcher-perception 5
   set rocket-launcher-speed 0.5
   set rocket-launcher-metabolism 0.1
   set rocket-launcher-nb-missiles 100
   set rocket-launcher-max-missiles 1000
   set rocket-launcher-nb-fafs 2
   set rocket-launcher-max-fafs 5
   set rocket-launcher-waiting 5
   set rocket-launcher-burgers 10

   ; parametres des explorers
   set explorer-cost 1500
   set explorer-nrj 1000
   set explorer-perception 10
   set explorer-speed 1
   set explorer-metabolism 0.1
   set explorer-burgers 10

   ; parametres des harvesters
   set harvester-cost 3000
   set harvester-nrj 2000
   set harvester-perception 3
   set harvester-speed 0.25
   set harvester-metabolism 0.1
   set harvester-burgers 10

   ; parametres des missiles
   set missile-cost 10
   set missile-range 10
   set missile-robot-damage 100
   set missile-base-damage 20
   set missile-speed 1

   ; parametres des faf
   set faf-cost 50
   set faf-range 20
   set faf-robot-damage 200
   set faf-base-damage 40
   set faf-speed 1

   ; parametre des collisions
   set collision-damage 1000

   ; parametres des burgers
```

```
    set burger-quantity 100
    set burger-periodicity 2000
    set wild-burger-min-nrj 50
    set wild-burger-max-nrj 100
    set seeded-burger-min-nrj 100
    set seeded-burger-max-nrj 150
    set burger-decay 0.1

    ; parametres des graines
    set seed-cost 20
    set max-seeds 5
    set maturation-time 1000

    set wall-cost 100
    set wall-nrj 1000
end
```