posX

posY

velx

vely

Angle

Known variables – rocket posx, posy, velx, vely; gun current angle

Unknown – which rocket to aim at since each rocket is going a different speed and starts at a random y above the screen

sensor

Sensor lines could be

Added to detect which rocket is

The lowest (sensors at equal angles apart)

posX

posY

velx

vely

Angle

Distance d to closest target

We could use a bit of processing power to calculate the distance

between the gun and all rockets on the screen. This is not a very

option but would work with a smaller amount of rockets.

The input of the model would then be:

[gun-current angel,

closest rocket pos x,

closest rocket pos y,

closest rocket vel x,

closest rocket vel y]