**Trading Agent Competition - (TAC Classic)**

This first assignment consists of implementing an agent that is capable of participating in the Trading Agent Competition (TAC Classic). Each group of students will implement an agent that the group will use to compete against the agents created by other groups in a competition.

**Instructions:**

In order to get started with the TAC Classic game follows these steps:

1. Go to the TAC homepage (<http://tac.sics.se>).
2. Locate the TAC Classic area at the left part of the homepage.
3. Read the game description in the TAC Classic area.
4. Download and read the documentation (TAC Classic game rules) in the documentation page in the TAC Classic area.

<http://tac.sics.se/page.php?id=10>

1. Go to the software page in the TAC Classic area.

<http://tac.sics.se/page.php?id=12>

* 1. Download the SICS TAC Classic Java AgentWare Beta 9 file.
  2. For the “TAC Classic server” Download the TAC’03 server Binary (Windows) file. (For windows) Or others as per your OS.

1. Create a folder called tac-server and extract the content of the server file into this folder. In this folder you will find number of README files, which you should read carefully. Start the server, and when server is up and running, open your browser and type http://localhost:8080 in order to connect to the server. Register an agent name and password. Your agent will now be available in the server administration interface.

(Make sure that the machine name includes only alphabets)

1. Create folder called tac-client and extract the content of the client file into this folder. In this folder you will also find a README file, which you should read. Edit the configuration file, so that the host is localhost[[1]](#footnote-1) and that name/password is the same as you registered at the server webpage. Compile the source code for ExampleAgent.
2. On server webpage (<http://localhost:8080/admin>) create new game, and add your agent. Add only your own agent once, and the remaining slots will be filled by dummy agents. Make sure you set the starting time of the new game in a way that you have enough time to start and connect your agent before the game starts.
3. Start the ExampleAgent[[2]](#footnote-2) and click join simulation in the client GUI.
4. View game by visiting <http://localhost:8080> where you click on “Coming games…” in the menu and followed by clicking “Launch Game Viewer” in the page that appears.

After this, your assignment is to develop the behavior of the agent so that it will perform as good as possible in the TAC Classic competition (hint: build your agent by editing the ExampleAgent/DummyAgent). Everything is ready in the code in order to make things work. All you have to do is concentrate on developing a good strategy for you agent.

On February 26, 2015, according to schedule there will be a competition where all groups will compete against each other using their TAC Classic agents. This means that you will have to have a working agent by this date. If your agent is not able to compete you will fail the assignment[[3]](#footnote-3).

After the competition every group should write a report detailing how you built your agent, what strategy you used, any experiences you might have acquired, e.g., what you could have done differently, etc.[[4]](#footnote-4) This report (along with the source code of you agent) should the be handed in using the submission page for assignment 1. Finally, each group who has submitted their report before deadline will again meet Shoaib Bakhtyar for a short discussion regarding the assignment and the report.

Good Luck & Have Fun!

<http://aa.tradingagents.org/?page_id=93>

<http://aa.tradingagents.org/?page_id=35>

<https://github.com/pjordan/tac-aa/wiki/Running-the-Server>

<http://aa.tradingagents.org/?page_id=36>

1. In the competition you will have to provide the address of the server. [↑](#footnote-ref-1)
2. Type java –jar “jar filename” in the tac-client folder. [↑](#footnote-ref-2)
3. Make sure you create your agent in a way that it can reconnect to the server in case something goes wrong. [↑](#footnote-ref-3)
4. Note that the report should be written in a way that a person who knows nothing about the TAC Classic game is able to understand it. It should include an appropriate title, group number, name and civic number of all group members, description of the contribution of each group member, introduction, description of game, description of your strategy, experiences from the competitions, ideas for improvement of your strategy, ideas for improvement of the TAC Classic game, concluding part, etc. [↑](#footnote-ref-4)