Cr33ps

`BOOM` he said.

Cre3ps

- Multi-agent AI fight in 3d space.
- Broadcasted in SM using minecraft has a render engine.

Cr12ps

- Agent types:
  - Probe
  - Scout
  - Templar
  - Beacon

- Building types:
  - Nexus
  - Pylons
  - Photon Canons
- Some cool weapons:
  - Ion Canons
  - LAAAAAZOOOORRZ
  - Lava Balls

Cr3eps

- We provide servers
- REST APIs.
- Json.
- You develop clients connecting to this API.

Creeps

- Focus of the rush is proper usage of modern java async features.
- Not AI.
- Not Minecraft (even though you will interact with the landscape).

CrOOps

- The better your understanding and use of async paradigm, the more agent you will be able to spawn.
- Hence, numerical domination AH AH AH !!!! (sadistic laugh in background).

CroOps

- We provide a working seed project.
- You implement your ideas in it.
- There is some code in it too. Feel free to use it.

Croops

- Unirest
  - Http Requests made easy
  - GET and POST requests
  - Abstraction of Https requests

```
Unirest.get(“/status”).asJson()

Unirest.post(“/command”).body(“{}”).asJson()
```

Cr3-ps

- Unirest.get(“/status”)
- Without as[Json|String|...], request is not made
- Useful when passing parameters to the request:

- req = Unirest.post("/command");
- if (unit.getId() != null)
-     req.field("unitId", unit.getId());
- req.asJson();

Cr-3ps

- Execute asynchronous code
- Signature:
- CompletableFuture<String> future = CompletableFuture.supplyAsync(() -> …)
- future.get() is waiting for the lambda to execute

Cr—ps

- CompletableFuture can chain calls on the same line
- When chaining calls, your return will be passed to the next step
- The CompletableFuture should be specialized on the type of the last step
- Final result is retrieved by future.get()

Cr<3ps

```
CompletableFuture<Integer> future =
CompletableFuture.supplyAsync(() -> {

    return Unirest.get(“/status”).asJson();

}).thenApply((response) ->
response.getBody().getObject().get("id").getInt());



// Possible other thenApply

Integer id = future.get();
```

^Cr[e]*ps$

- Eclatez vous… et votre voisin.