Algorithm Pro and Cons

# Flocking

## Pros

* Teams will group together.
  + Makes them stronger.
* Might be better as a tool to use within other AI techniques.
* Better for games with larger groups of AIs.

## Cons

* Opposing team will be identical so similar strengths when teams collide.
* Only take a single route.
* Slow.

# Monte Carlo

## Pros

* Thorough search for a win state.
* Good for complex games.
* Learns from wins.

## Cons

* Ever changing scenario might create confusion within tree search.
* Better for games like chess, draughts or backgammon.

# Decision Trees

## Pros

* Simple.
* Easy to read and follow.
* Solving errors is easy.

## Cons

* Just a list of if statements.
* Very simple bare bone AI.