

Bot algorithm

Team: BadGuy

Team member:

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1. Conquering a full continent has high priority. Australia and South America are more important since they only have 4 territories to conquer. As soon as we conquer a full territory, we will get extra armies each turn.
2. Conquering other player's (not neutral) territories has high priority.
3. Every turn conquering at least one territory if possible, to make sure we are getting a card each turn.
4. Entries of every continent are important, and we are trying to conquer those territories first. For example, Indonesia is the entry of Australia, and Central America is the entry of South America and North America.
5. Concentrating as many armies as possible on one territory. To optimize the use of every army is very crucial, and we are trying to achieve this by putting armies on one territory, and it is easy for us to do move in or fortify, and lots of armies on one territory can ensure that we conquer every territory we want.

Only put 1 army on most of the territories is not a big problem, since even 1 army has chance to beat 3 or more armies.

6. Spreading our territories is also one of the most important things at the beginning of the game. Only if we have lots of territories, can we gain 10 or 20 or more armies each turn to conquer the whole map.
7. We are using a weight method to decide the exact priority of each territory in numbers. The method is not good enough to make the bot active like a human, but we believe we are doing our best to optimize it.