

Memory assignments for all robots

Memory	Description
Mem 0 a	Current State
Mem 0 b	Time since last state change
Mem 1 a	Base x
Mem 1 b	Base y
Mem 2 a	Robot type dependant
Mem 2 b	Robot type dependant
Mem 3 a	Robot type dependant
Mem 3 b	Robot type dependant
Mem 4 a	Robot type dependant
Mem 4 b	Robot type dependant
Mem 5 a	Robot type dependant
Mem 5 b	Robot type dependant

1 Explorers behaviour

Memory assignments for explorers

Memory	Description
Mem 2 a	Last closest ennemy RocketLauncher position x
Mem 2 b	Last closest ennemy RocketLauncher position y
Mem 3 a	Last closest friend RocketLauncher position x
Mem 3 b	Last closest friend RocketLauncher position y
Mem 4 a	Last resource or Explorer knowing resource position x
Mem 4 b	Last resource or Explorer knowing resource position y
Mem 5 a	Knows resource or Explorer position
Mem 5 b	Resource type

State array

State	Description
0	Wandering : goes in random directions, while trying to dodge objects
1	Antenna : relays information to nearby wandering harvesters
2	Fleeing : try to go away from nearby closest ennemy while trying to reach closest friend RocketLauncher or Base

2 Harvesters behaviour

3 Bases behaviour

4 RocketLaunchers behaviour