

1 Strategy

Create a burger plantation near base

- Explorers wander searching for food
- Harvesters follow the closest Explorer or wander
- When Explorers find food, they come back to base and notify each harvester and explorer nearby
- Harvesters go to food if indicated, or if they are still wandering after some time, they come back to base
- When Harvesters arrive to base, they plant the seed or transfer to the base, depending on a probability

Trouver la base ennemie et la zerg rush

- One explorer out of N tries to find the enemy base and takes the information back home
- Each other explorer goes to the enemy base and collides any enemy unit on its path

Memory assignments for all robots

Memory	Description
Mem 0 a	Current State
Mem 0 b	Time since last state change

2 Explorers behaviour

Memory assignments for explorers

Memory	Description
Mem 1 a	Food x or Enemy base x
Mem 1 b	Food y or Enemy base y

State array

State	Description
0	Wandering : goes in random directions, while trying to dodge objects
1	Goes back to base to transmit food info
2	Searching enemy base
3	Goes back to base to transmit enemy base location
4	Suicide mode

State transitions

From	To	Conditions
0	1	Resource in range
1	2	Arrived to base
2	3	Find enemy base and random
2	4	Find enemy base and random

Memory assignments for harvesters

Memory	Description
Mem 1 a	Food x
Mem 1 b	Food y

3 Harvesters behaviour

4 Bases behaviour

5 RocketLaunchers behaviour

State array

State	Description
0	Wandering : goes in random directions, while trying to dodge objects
1	Collecting : goes to a resource location known or indicated by an Explorer
2	Retrieving : brings a resource bask to the base
3	Farming : Plant seeds and harvest seeds around base

State transitions

From	To	Conditions
0	1	Resource or Explorer knowing resource in range
1	2	Carries resource
2	3	Near base

Memory assignments for bases

Memory	Description
Mem 1 a	Number of harvesters still to be produce
Mem 1 b	Number of explorers still to be produced