

BW4Tv3 Manual

Blocks World for Teams

BW4T Context Project

Delft University of Technology

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BLOCKS WORLD FOR TEAMS

by

BW4T Context Project

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CONTENTS

1	Introduction	2
2	Structure	3
2.1	New structure	3
2.2	Changes made to server	3
2.3	Old maps vs new maps	3
2.4	Backwards compatibility	3
3	New features	4
3.1	Environment Store	4
3.2	Scenario editor	4
3.3	Human player GUI	4
4	Transferability	5
4.1	Refactor	5
4.2	Environment store	5
4.3	Scenario editor	5
4.4	Human player GUI	5

1

INTRODUCTION

2

STRUCTURE

2.1. NEW STRUCTURE

2.2. CHANGES MADE TO SERVER

2.3. OLD MAPS VS NEW MAPS

2.4. BACKWARDS COMPATIBILITY

3

NEW FEATURES

3.1. ENVIRONMENT STORE

3.2. SCENARIO EDITOR

3.3. HUMAN PLAYER GUI

4

TRANSFERABILITY

- 4.1. REFACTOR
- 4.2. ENVIRONMENT STORE
- 4.3. SCENARIO EDITOR
- 4.4. HUMAN PLAYER GUI