# Versions of war strategy and Scouting

## ***Version\_0: Base Code:***

Version 0 has 3 phases:

1. Scouting
2. Regrouping
3. Attacking

### Scouting:

Attract the Soldier towards the captain and captains take random walk. If the solution becomes better, move the solution otherwise don’t. If a solution becomes better than the captain, make it captain.

### Regrouping:

From the previous positions of the captains compare the best captain and make it the chief commander. The captains attract towards the chief and the soldiers of the squad follow the captain. The solution of the chief commander follow them and the chief takes random walk. (Go if becomes better)

### Attacking Phase:

All the above attraction phases have the same attraction styles. The attacking phases where captain takes random walk and solution follow the captain by:

Where rand is a random integer of range [0, Unitsize-1], select a random solution. . (Go if becomes better)