

AI Zappy

Usage :

- `./zappy_ai -p port -n name -h machine`

Result :

- Welcome from server
- Number of player who can connect
- Map dimension

Exemple :

```
[neiluge@fedora Zappy]$ ./zappy_ai -p 12345 -n antoine
WELCOME
1
3 3
```

Description :

- After verifying arguments, the program calls `connect_to_server` function to create connection between the AI client and the server and get information about the map dimension and number of restant connection with the server
- The heart of the client starts with the function `run` in `Bot` class.
- The Bot can make some decisions depending on the food resources. He has different modes with different moves like "survive" mode or "find queen" mode.
- At the beginning Bot searches for food, after there is a queen election : the queen will stay at the same position and give indications to other AI. She starts incantations for all players.
- Other AI start to search ressources and food to feed the queen and offer all of their inventory
- When the queen needs other AI she communicates and wait for them