**New logic:**

* **Grid system**
* **() represents a blank value that is yet to be chosen**
* **Numbered sentences represent if statements and if one is true the others will not execute**
* **For every () turns attack portal range gets () closer**
* **The map is split in two general parts half of it is defensive and half offencive**

**Attack elf:**

**Needs to return a state:**

* Low health retreating towards a portal and defending it
* High health attacking enemy portals

1. **If there are no portals built in the attack range: builds a portal FIRST PRIORITY**
2. **If low on health (amount of hp) and has a portal in the attack range and we are winning by (x) points:** gets close to the portal that is closest to the enemy castle and defends it
3. Maintain two portals in the offensive half of the map (not necessarily in the attack range)
4. Attack the closest enemy portal on the offensive half

**Defence elf:**

**Always maintains two defensive portals FIRST PRIORITY**

1. **If low low on health and winning by (x) points and enemy has more then () lava giants:** retreats towards a portal and defends it
2. If we are winning by (x) points attacks the closest enemy elf only then portal on the defensive half
3. If we are winning by (x\*2) points attacks the closest enemy elf or portal on the map
4. If we are not winning by (x) points and portal has less than () or its health defend the portal
5. If we are not winning by (x) points but portal health is full attack the closest enemy elf then portals on the defensive half

**Portals: To lazy for now**