General:

**Grid system**

**Attack\_elf:**

If there are no portals built:

Scans the grids from the high priority to the lowest for an open place to build a portal and tries to builds the portals. At all costs

Else If there are less than 2 portals and HP higher than half of total:

Scans the grids from the high priority to the lowest for an open place to build a portal and tries to builds the portals.

Else If HP higher than half of total HP:

tries to destroy enemy portals (at the maximum range of ? from enemy castel)

Else:

Moves to the closest friendly portal and defends it ? (needs if enemy still has defences)

* Build portals in unexpected places (top corner bottom middle etc)
* Walk to Target: scan enemy elves/creatures in the way and try go around them so you won't die on the way to the target

Defence\_elf:

1. If defence portal down build a new one
2. Destroy enemy portals on the defensive half
3. Kill enemy elfs creatures
4. Kill enemy creatures

* defensive portal positioning might be needed

Defence\_portals:

Currently:

* Uses several portals based on their distance from the castle
* If an enemy is near the portal it will send ice goblins
* If an enemy is near the castle it will send ice goblins

Attack\_portals:

If health is lower than ? have some kind of ratio of ice to lava spawn ?

Uses several portals based on their distance from the castle