



Getting the BattleBots files

- Go to the ICS4U folder on the shared drive
- Copy the BattleBots folder to your D:\programming folder
- Go into the BattleBots folder followed by the Bots folder
- Rename the baseBot.java file into *YourBotName.java*

Prepare your Bot

- Start drjava, and open *YourBotName.java* within it
- Change the name of the class to *YourBotName*. For example:
`public class YourBotName extends Bot {`
- Find the getName method. This method defines the name that will appear above your bot in the battle arena. Change it to whatever you like, (only the first 8 characters will display). E.g.

```
public String getName()
{
    if (name == null)
        name = "YourBot" + (botNumber < 10 ? "0" : "") + botNumber;
    return name;
}
```

- Compile your bot

Testing your Bot

- Open the BattleBotArena.java file inside drjava
- Find the fullReset method and add your bot to the arena as shown in the code below:

```
// *** INSERT PLAYER BOTS HERE. Use any array numbers you like
// *** as the bots will be shuffled again later.
// *** Any empty spots will be filled with standard arena bots.
bots[1] = new YourNameBot(); // YourBot
```

- If you want to have a human controlled bot you can do so by commenting out the following lines, which are found above the lines where you entered your bot into the arena array
`// bots[0] = new HumanBot();`
`// addKeyListener((HumanBot)bots[0]);`
- Compile the BattleBotArena and then Run it.

Altering the Properties and Behaviours of your Bot

The Bot file has plenty of properties and behaviours that can be altered. Each is documented in the code so all you need to do is read through the code comments to see what is available. For the full Javadoc files with information on all Classes go into the *doc* folder within the root *BattleBots* folder and double click the index file.