

### This is a league based challenge.

For this challenge, multiple leagues for the same game are available. Once you have proven your skills against the first Boss, you will access a higher league and extra rules will be available.

**NEW:** In wooden leagues, your submission will only fight the boss in the arena. Complete the objective specified in each league at least 3 times out of 5 to advance to the next league.

#### 🎯 Goal

In this league, **shoot the enemy agent with the highest `wetness` on each turn** using both your agents.

#### ✓ Rules

The game is played on a **grid**.

Each player controls a team of **agents**.

**Objective 2: the `SHOOT` action**



Your agents can move! In this next league, **enemy agents** have entered the field!

Thankfully, your agents are also capable of performing the `SHOOT` action.

In this game, agents can shoot each other with **water guns**. Shooting an agent will increase its `wetness`. If an agent's wetness reaches **100** or more, they are removed from the game.

The amount of `wetness` added to an agent when shot is equal to the `soakingPower` of the shooter. This can be referred to as **damage**.

However, that amount will be **halved** if the **manhattan distance** separating the two agents is greater than the `optimalRange` of the shooter. The shot will **fail** if the distance is greater than twice the `optimalRange`, in which case no damage is dealt.

Enemy agents will be present in the list of agents in the standard input. You may identify them with the `player` variable. You are also given their `agentId` and `wetness`. The agents with a value `player` that equals `myId` are yours.

The `SHOOT id` action will tell an agent to shoot the agent with the given id. Each agent can perform one `SHOOT` action per turn.

#### Victory Conditions



In this league you have two agents on a small grid. Your objective is to **shoot the enemy agent with the highest wetness on each turn** using both your agents.

### Defeat Conditions



- One or more of your agents does not shoot the wettest foe.
- Your program does not provide a command in the allotted time or one of the commands is invalid.



### Debugging tips

- Hover over the grid to see extra information on the tile under your mouse.
- Assign the special `MESSAGE text` action to an agent and that text will appear above your agent.
- Press the gear icon on the viewer to access extra display options.
- Use the keyboard to control the action: space to play/pause, arrows to step 1 frame at a time.

Click to expand



Game Protocol

Initialization Input