9 cards from server



Step 1:

Choose 5 most usefull cards from experience

5 optimal cards



Step 2: give all permutations of cards to simulator

Priority:

TurnLeft

Movel

Movell

TurnRight

MoveIII

BackUp

Uturn

PowerUp

DamageCards

[Card1, Card2, Card3, Card4, Card5] [Card2, Card1, Card3, Card4, Card5] [Card3, Card2, Card1, Card4, Card5] [Card4, Card2, Card3, Card1, Card5]

SIMULATOR

Board with Map:

1:1 deep copy from server

All Cards Functions:

Simulate every move Movel, Movell, BackUp...

All Boardelement Function:

Simulate every tile function Belt, Laser, Checkpoint...

Calculate the distance to checkpoint, to decide which sequence is the local optimal

Get the best sequence For the 5 cards

5 best cards for register in best sequence



[Card4, Card2, Card3, Card1, Card5]

