



Come one come all to the Tenth Annual MechMania Artificial Intelligence Programming Contest at Reflections|Projections 2004, Oct 22-24!

#### General Overview:

- 3 people and 2 computers per team
- C++ A.I. Programming
- Contest details and API released Friday night
- Coding begins Saturday for 24 hours with a mandatory 5 hours spent out of the lab
- Competition is Sunday
- Lots of food and soda provided by us to keep you going

#### How the Game Works:

Using the API and framework we provide, you will implement a 'team' class that controls the behavior of a "team" of "mechs" competing with another team in a virtual arena. This year, the "mechs" are ships, and the contest will be open battle on the high seas. Combat will take place in a variety of ship types, including submarines and aircraft carriers. Further details will be released at the kickoff on Friday, October 22.

For more details and registration info see

**<http://www.acm.uiuc.edu/conference/mechmania>**



Come to Reflections|Projections 2004 for MechMania, a job fair, and world-class talks from experts in Computer Science and technology including Nick Triantos from NVIDIA and Warcraft III developer Andrea Pessino!

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