Island Game : Goals
1ˢᵗ Week

The Great deal :

1. You must be back in Bingtown before the end of the negotiation
2. You must take care of the assets provided
3. You must collect the asked ressources (not for this week)

Let's talk about strategy :

THE RULE : Like for the the soldier no one gets left behind (or else just a few like the ginger beard one) evreyone go back to home

I. First step : Initialize an Explorer

Not a great deal, with the class explorer (to be renamed MyExplorer ? According to Mr Mosser website) we create an explorer. The explorer himself initialize a bot who initialize a drone and a sailors crew. The Explorer aknowledge the context gave by the game engine.

II. Second Step : takeDecision

In the Explorer class this method calls the method chooseAction of the AIBot class. The chooseAction method allow us to divide the work clearly. Till we find a creek the choosAction method calls the takeDroneDecision method of the done class then for the ground exploration it calls the t akeSailorsDecision method of the Sailors class.

1. TakeDroneDecision

   Once again we divide the work in phases or more accurately in objectives. There are three objectives :
   - findingDistances (so that we can't get out of the map)
   - findingCorner (to start going in circles or in squarre)
   - findingCreek (in order to start the ground phase)

2. TakeSailorsDecision

   For now we just have to send the boat to the creek we found and go home(STOP !).

III. Third Step : aknowledgeResults

For each action we decide to do with the takeDecision method we have a result cost, heading, creek etc... We have to aknowledge this result and eventually exploit it so that our drone and sailors crew know can choose what to do using up to date information. That's whate aknowledgeResults do.