

Operation #13
CS 1400 – Satterthwaite

Create a robot that meets the following requirements (Extra Challenge 1 and 2 are optional):

1. Extends either Robot class or AdvancedRobot class.
2. Must be a DIFFERENT robot than the one submitted for Operation #12.
3. Code that scans for other robots (turns the radar), including event-handling code that does something when you scan another robot.
4. Code that turns the turret and fires at one of your enemies! (where enemies == your classmates!)
5. **Extra Challenge 1:** Since hitting walls drains your energy, write code that avoids hitting walls by stopping your robot before it hits the wall.
6. **Extra Challenge 2:** Choose an enemy to target based on either (1) it has the lowest health, or (2) it is closest to your robot.

This assignment allows for a lot of flexibility, so get in and play around, familiarize yourself with Java, and have fun!

Submit your robot .java file via WSU Online.