# AI Tryout

Duration: 3 hours
Teams of 2

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In this challenge, you will create a bot that will manage an ant colony. Your language choices are Java or Python. The Python starter code is slightly better documented. The game can be downloaded from here: http://ants.aichallenge.org/tools.tar.bz2

Starter code for Python Bot: Python 3
Starter code for Java Bot: Java

The problem statement/game objective can be found here and more details on the workings of the game and your future bot here.

Python bots don't need to be compiled, however Java bots require compilation. Included in the starter code is a makefile that will compile all necessary files for the bot. Simply run the *make* command in your bots directory to compile it.

**The name of the file will be the name of your bot, please choose a unique team name.**

To test your bot in battle the following script can be used:

```
./playgame.py --player_seed 42 --verbose --log_dir game_logs --turns 1000
--map_file maps/random_walk/random_walk_p02_01.map "$@" "python
mybots/python/MyBot.py" "java -cp mybots/java MyBot"
```

The command above will run two bots against one another. One in python and the other, Java. After the run is complete, a browser window will open and display the simulated game. The map can be customized and you can test your bot against a sample bot provided in the tools folder.

**Grading**

Bots will be played 1v1 in a tournament tree style. Five games will be played for each matchup and the winner will proceed to the next round. Your position in the tournament will account for 60% of your grade.

Another 5 games will be played on a 10 player map and will pit every bot against the one another. The average placement of your bot in these 5 matchups will dictate the other 40% of your grade.

**Submission**

Compress all of your bot's code in .zip or .tar.gz format and email the resulting archive to competitions.scs@ecaconcordia.ca with the subject line "AI - <insert team/bot name here>"