tournaments.RoundRobinTournament								
AIs								
	MINS_Bot							
	IliasAI(AStarPathFinding)							
	Miguel_MINS_Bot							
	ShayAI(AStarPathFinding)							
	mayari							
	WorkerRush(AStarPathFinding)							
	LightRush(AStarPathFinding)							
	HeavyRush(AStarPathFinding)							
	RangedRush(AStarPathFinding)							
maps								
	C:\Users\Matthew\Documents\school\Software Tools (CS 3560)\group project\MicroRTS\maps\16x16\basesWorkers16x16.xml							
iterations	1							
maxGameLength	3000							
timeBudget	30							
iterationsBudget	-1							
pregameAnalysis	1000	1000						
preAnalysis	TRUE							
fullObservability	TRUE							
timeoutCheck	TRUE							
runGC	FALSE							
iteration	map	ai1	ai2	time	winner	crashed	timedout	
0	0	Matthew - MINS_Bot	IliasAI(AStarPathFinding)	0	1	-1	0	
0	0	Matthew - MINS_Bot	Miguel_MINS_Bot	938	0	-1	-1	
0	0	Matthew - MINS_Bot	ShayAI(AStarPathFinding)	855	0	-1	-1	
0	0	Matthew - MINS_Bot	mayari	1162	0	-1	-1	
0	0	Matthew - MINS_Bot	WorkerRush(AStarPathFinding)	1437	0	-1	-1	
0	0	Matthew - MINS_Bot	LightRush(AStarPathFinding)	1045	0	-1	-1	
0	0	Matthew - MINS_Bot	HeavyRush(AStarPathFinding)	1272	0	-1	-1	
0	0	Matthew - MINS_Bot	RangedRush(AStarPathFinding)	1555	1	-1	-1	
0	0	IliasAI(AStarPathFinding)	Matthew - MINS_Bot	932	1	-1	-1	
0	0	IliasAI(AStarPathFinding)	Miguel_MINS_Bot	965	0	-1	-1	
0	0	IliasAI(AStarPathFinding)	ShayAI(AStarPathFinding)	1129	0	-1	-1	
0	0	IliasAI(AStarPathFinding)	mayari	1173	1	-1	-1	
0	0	IliasAI(AStarPathFinding)	WorkerRush(AStarPathFinding)	475	1	-1	-1	
0	0	IliasAI(AStarPathFinding)	LightRush(AStarPathFinding)	2846	0	-1	-1	
0	0	IliasAI(AStarPathFinding)	HeavyRush(AStarPathFinding)	1866	0	-1	-1	

0	0	IliasAI(AStarPathFinding)	RangedRush(AStarPathFinding)	1593	0	-1	-1	
0	0	Miguel_MINS_Bot	Matthew - MINS_Bot	771	1	-1	-1	
0	0	Miguel_MINS_Bot	IliasAI(AStarPathFinding)	851	1	-1	-1	
0	0	Miguel_MINS_Bot	ShayAI(AStarPathFinding)	3000	-1	-1	-1	
0	0	Miguel_MINS_Bot	mayari	833	1	-1	-1	
0	0	Miguel_MINS_Bot	WorkerRush(AStarPathFinding)	460	1	-1	-1	
0	0	Miguel_MINS_Bot	LightRush(AStarPathFinding)	731	1	-1	-1	
0	0	Miguel_MINS_Bot	HeavyRush(AStarPathFinding)	803	1	-1	-1	
0	0	Miguel_MINS_Bot	RangedRush(AStarPathFinding)	655	1	-1	-1	
0	0	ShayAI(AStarPathFinding)	Matthew - MINS_Bot	817	1	-1	-1	
0	0	ShayAI(AStarPathFinding)	IliasAI(AStarPathFinding)	874	1	-1	-1	
0	0	ShayAI(AStarPathFinding)	Miguel_MINS_Bot	792	1	-1	-1	
0	0	ShayAI(AStarPathFinding)	mayari	731	1	-1	-1	
0	0	ShayAI(AStarPathFinding)	WorkerRush(AStarPathFinding)	370	1	-1	-1	
0	0	ShayAI(AStarPathFinding)	LightRush(AStarPathFinding)	632	1	-1	-1	
0	0	ShayAI(AStarPathFinding)	HeavyRush(AStarPathFinding)	743	1	-1	-1	
0	0	ShayAI(AStarPathFinding)	RangedRush(AStarPathFinding)	725	1	-1	-1	
0	0	mayari	Matthew - MINS_Bot	1022	1	-1	-1	
0	0	mayari	IliasAI(AStarPathFinding)	3000	-1	-1	-1	
0	0	mayari	Miguel_MINS_Bot	893	0	-1	-1	
0	0	mayari	ShayAI(AStarPathFinding)	985	0	-1	-1	
0	0	mayari	WorkerRush(AStarPathFinding)	1110	0	-1	-1	
0	0	mayari	LightRush(AStarPathFinding)	1172	0	-1	-1	
0	0	mayari	HeavyRush(AStarPathFinding)	2107	0	-1	-1	
0	0	mayari	RangedRush(AStarPathFinding)	1147	0	-1	-1	
0	0	WorkerRush(AStarPathFinding)	Matthew - MINS_Bot	865	0	-1	-1	
0	0	WorkerRush(AStarPathFinding)	IliasAI(AStarPathFinding)	375	0	-1	-1	
0	0	WorkerRush(AStarPathFinding)	Miguel_MINS_Bot	345	0	-1	-1	
0	0	WorkerRush(AStarPathFinding)	ShayAI(AStarPathFinding)	445	0	-1	-1	
0	0	WorkerRush(AStarPathFinding)	mayari	1145	1	-1	-1	
0	0	WorkerRush(AStarPathFinding)	LightRush(AStarPathFinding)	470	0	-1	-1	
0	0	WorkerRush(AStarPathFinding)	HeavyRush(AStarPathFinding)	370	0	-1	-1	
0	0	WorkerRush(AStarPathFinding)	RangedRush(AStarPathFinding)	370	0	-1	-1	
0	0	LightRush(AStarPathFinding)	Matthew - MINS_Bot	1192	0	-1	-1	
0	0	LightRush(AStarPathFinding)	IliasAI(AStarPathFinding)	1601	1	-1	-1	
0	0	LightRush(AStarPathFinding)	Miguel_MINS_Bot	626	0	-1	-1	
0	0	LightRush(AStarPathFinding)	ShayAI(AStarPathFinding)	855	0	-1	-1	
0	0	LightRush(AStarPathFinding)	mayari	1070	1	-1	-1	

0	0	LightRush(AStarPathFinding)	WorkerRush(AStarPathFinding)	835	1	-1	-1
0	0	LightRush(AStarPathFinding)	HeavyRush(AStarPathFinding)	891	0	-1	-1
0	0	LightRush(AStarPathFinding)	RangedRush(AStarPathFinding)	1140	0	-1	-1
0	0	HeavyRush(AStarPathFinding)	Matthew - MINS_Bot	881	1	-1	-1
0	0	HeavyRush(AStarPathFinding)	IliasAI(AStarPathFinding)	2235	1	-1	-1
0	0	HeavyRush(AStarPathFinding)	Miguel_MINS_Bot	948	0	-1	-1
0	0	HeavyRush(AStarPathFinding)	ShayAI(AStarPathFinding)	966	0	-1	-1
0	0	HeavyRush(AStarPathFinding)	mayari	2215	1	-1	-1
0	0	HeavyRush(AStarPathFinding)	WorkerRush(AStarPathFinding)	370	1	-1	-1
0	0	HeavyRush(AStarPathFinding)	LightRush(AStarPathFinding)	2044	0	-1	-1
0	0	HeavyRush(AStarPathFinding)	RangedRush(AStarPathFinding)	2292	0	-1	-1
0	0	RangedRush(AStarPathFinding)	Matthew - MINS_Bot	1452	1	-1	-1
0	0	RangedRush(AStarPathFinding)	IliasAI(AStarPathFinding)	1966	1	-1	-1
0	0	RangedRush(AStarPathFinding)	Miguel_MINS_Bot	675	0	-1	-1
0	0	RangedRush(AStarPathFinding)	ShayAI(AStarPathFinding)	745	0	-1	-1
0	0	RangedRush(AStarPathFinding)	mayari	2016	1	-1	-1
0	0	RangedRush(AStarPathFinding)	WorkerRush(AStarPathFinding)	370	1	-1	-1
0	0	RangedRush(AStarPathFinding)	LightRush(AStarPathFinding)	977	1	-1	-1
0	0	RangedRush(AStarPathFinding)	HeavyRush(AStarPathFinding)	1572	1	-1	-1

Wins:

0	0	1	1	1	1	1	1	0
0	0	1	1	0	0	1	1	1
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	1	1	0	1	1	1	1
1	1	1	1	0	0	1	1	1
1	0	1	1	0	0	0	1	1
0	0	1	1	0	0	1	0	1
0	0	1	1	0	0	0	0	0

Ties:

0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	1	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	1	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0

0	0	0	0	0	0	0	0	0

Average Game Length:

0	0	938	855	1162	1437	1045	1272	1555
932	0	965	1129	1173	475	2846	1866	1593
771	851	0	3000	833	460	731	803	655
817	874	792	0	731	370	632	743	725
1022	3000	893	985	0	1110	1172	2107	1147
865	375	345	445	1145	0	470	370	370
1192	1601	626	855	1070	835	0	891	1140
881	2235	948	966	2215	370	2044	0	2292
1452	1966	675	745	2016	370	977	1572	0

AI crashes:

0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0

opponent AI crashes:

0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0

AI timeout:

0	1	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0

0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
opponent AI timeout:								
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0