The goal of the project is to catch the most fish.

1. The boat has a limit of 20 ticks or steps per trip and at the end, it must be back at the port.
2. Moving 1 patch will be counted as 1 tick and catch the fish will use 1 tick
3. This “world” is a 5 by 5 grid with (0,0) at the bottom left corner
4. The number on the right part is a reading number, and this number will not change. It is random number from 1-100
5. And the really number of fish will be the random number from 0 to reading number. As you can see, the first part of number is less than the right part of number.
6. If fish are more than 10, just use 1 tick to catch 10 fish, if fish are less than 10, then fish all, and move to the next patch.
7. The boat will first radius to find the closest patches and to check if the reading number is more then 10 if more than 10, then fish, otherwise, move to the next patch. At the meantime, it keeps track the number if total fish and the ticks. Need to save enough ticks to go back.
8. It shows total number of fish it has caught
9. It shows the fish has caught at each patch
10. It shows the reader list, have the record of the reading fish if the boat has been there before.
11. Each trip will catch the most fish.

