ID2010 Lab 2 - Tag

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I. Introduction

This report describes how I implemented the game of Tag. The game consists of a number of rooms (Bailiffs), the Bailiffs are contained in separate JVM instances. Each Bailiff serves as an execution environment for mobile agents (the Players). A player has two states: **it** and **not it**. At any given time there can only be one **it** player, which I will refer to as a **tagger**. The purpose of the tagger is simple; tag others, i.e pass the **it** property to another player. The player can only tag another player if they both reside in the same Bailiff. So the tagger needs to find a populated Bailiff, move to it, and try to tag someone. The non-tagger players simply need to avoid the tagger, i.e avoid bailiffs where the tagger is present.

II. Tagger strategy

The following is the strategy of the Tagger agent:

1) asd
2) dsa

III. Testing

asd lkjalsjkd alsjkd asjkdasd lkjasldkajsd alksjda lksjda lskdja lskjd ljskad

Fig. 1: Player1 joins. No reason to do anything.
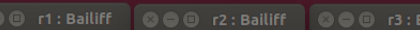

Fig. 2: Player2 joins. Still no reason to move.

Fig. 3: Player3 (it) joins the same bailiff as Player2. Player3 will try to tag Player2, and Player2 will try to run to the empty bailiff.

Fig. 4: Player3 managed to tag Player2 and ran away, or Player2 managed to run away. In either case "it" is now alone in Bailiff 1.