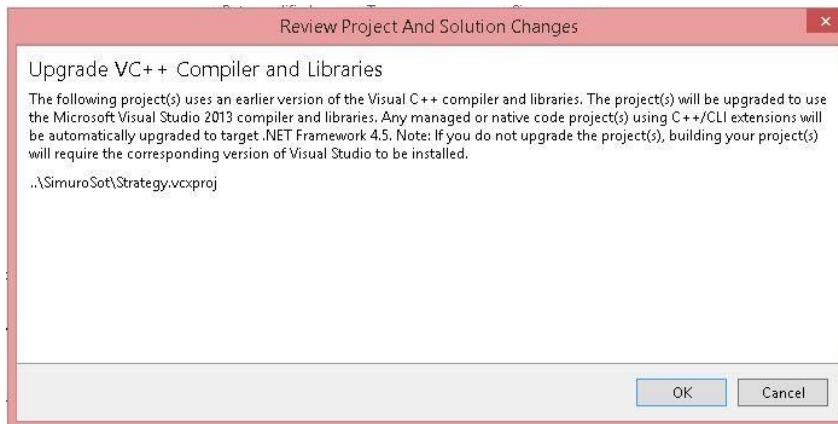


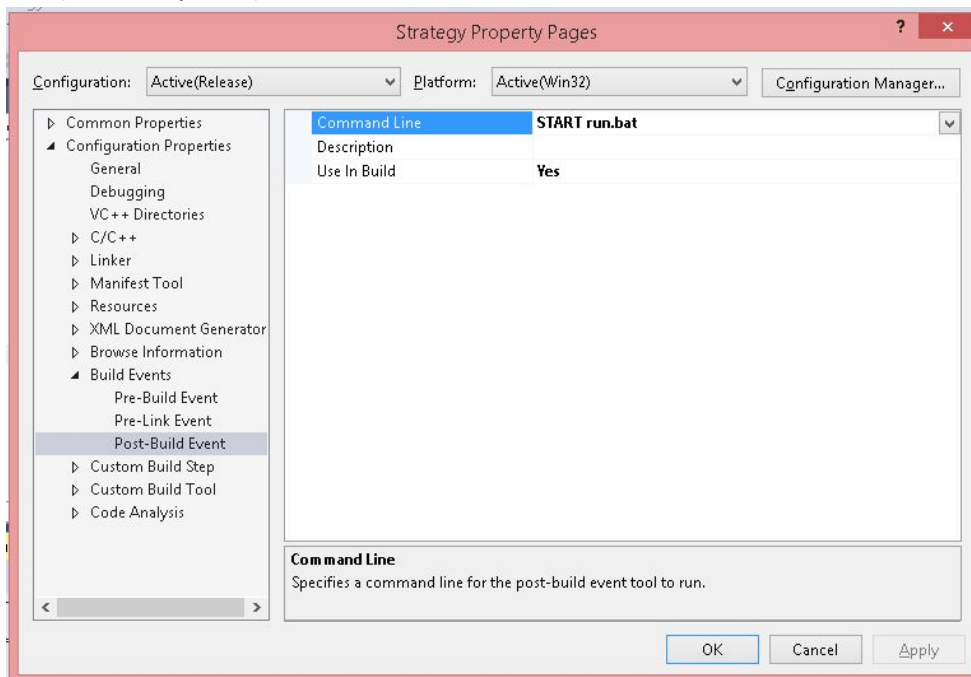
## Setting up the project:

Setting up Debugger and project:

- 1) Copy "Debugger\_64bit " to C:\.
- 2) Copy Strategy to C:\
- 3) Copy "SimuroSot" to C:\. .
- 4) Open "ConsoleDebugger.sln" from C:\SimuroSot\ConsoleDebugger.
- 5) Select ok if prompted to upgrade.

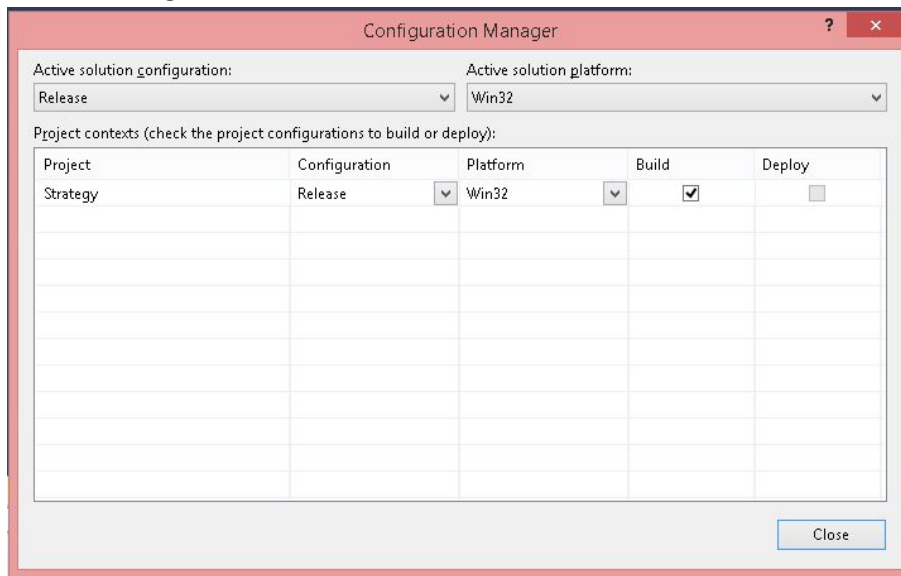


- 6) Choose Build from build menu.
- 7) Exit the project and open "Strategy.sln" from C:\SimuroSot.
- 8) Go to Project->Strategy Properties->Configuration Properties -> Build Events -> Post-Build Events
- 9) Add (without quotes) "START run.bat" to command line field.



- 10) Choose configuration manager from Build menu

11) Choose Configuration Release mode.



12) Choose “Build Solution” from Build menu.

13) Use "Run.bat" after building your solution from C:\SimuroSot to further start the simulator

## Start Coding your Strategy !

## Running Simulator

- 1) To change your Team color: To change your team color, write your team color BLUE\_TEAM/YELLOW\_TEAM against teamColor field in game.hpp near the top. Make sure to choose the corresponding team color in the debugger and simulator as well.

```
Game.hpp  X
(Global Scope)
// For adding header files define your includes here and add the headers in Game folder.
// For example, You may see these files - Attacker.hpp,Defender.hpp and Goalkeeper.hpp
// For checking out the skills you may see skills.h placed in Skills folder.
#pragma once
#include "skills.h"
#include "Attacker.hpp"
#include "Defender.hpp"
#include "GoalKeeper.hpp"

// Change your team color here (BLUE_TEAM/YELLOW_TEAM)
Simulator::TeamColor teamColor = Simulator::BLUE_TEAM;

// Make usingDebugger is false when playing against an opponent
bool usingDebugger = true;

namespace MyStrategy
{
// Write your strategy here in game function.
// You can also make new functions and call them from game function.
void game(BeliefState *state)
{
attacker(state,2);
}
```

- 2) Press F5 or choose Debug->Start Debugging.
- 3) Choose STRATEGIES from right panel. Following windows will appear.



- 4) Toggle between C++/ Lingo by clicking on it against specific team.

5) Choose Send and then START to start the game!

ENJOY!