# AI-MAS Winter Olympics: Crafting Quest 3 Team Untrue Report

# 1. Interpreting Results

Section 1 presents a general overview of the results and your team's position on the board. The score in Table 1 is computed by the following rules:

- Each win is worth 2 points. A game is won by the team obtaining the highest score.
- Each draw is worth 1 point. A game is considered a draw if both teams obtain the same score.
- Each lost game is worth 0 points, the loosing team being the one obtaining the lowest score.

The testing round featured one-on-one matches, all played on the same map (*map\_cq3\_v1.cqm*), the one that is currently included in the Crafting Quest 3 SDK. Additional maps will be created for the next testing round and qualifications.

Section 2 shows you the general placement of your team (number many wins, draws and losses). Section 3 gives you the detailed results of each match outcome.

#### 2. Testing Round #1 Overview

Team Name	W	D	L	Score
Untrue	10	0	0	20
T2	2	6	2	10
Т3	0	8	2	8
T4	0	8	2	8
T5	0	8	2	8
Т6	0	6	4	6

Table 1.

#### 3. Individual Match Results

Definitions:		Starting Posit	ions:
K	= Kills	ULC	= Upper Left Corner
RK	= Retaliation Kills	LRC	= Lower Right Corner
DU	= Dead units		
Ptower	= Placed Towers	Results:	
Strap	= Successful Traps	L	= Lose
Ptrap	= Placed Traps	D	= Draw
KS	= Killing Spree	W	= Win
FB	= First Blood		

# **Team Untrue vs Team T2**

Starting Position	Result	Player	Score	K	RK	DU	PTower	STrap	PTrap	KS	FB
ULC W	<b>TA</b> I	You	12*	12*	0	1	0	0	0	0	0
	VV	Foe	1	1	0	12*	0	0	0	0	0
LRC	<b>V</b> AT	You	12*	12*	0	1	0	0	0	0	0
	W	Foe	1	1	0	12*	0	0	0	0	0

#### **Team Untrue vs Team T3**

Starting Position	Result	Player	Score	K	RK	DU	PTower	STrap	PTrap	KS	FB
111 C 111	TA7	You	4*	4*	0	0	0	0	0	0	0
ULC	W	Foe	0	0	0	4*	0	0	0	0	0
LRC	TA7	You	9*	9*	0	0	0	0	0	0	0
	W	Foe	0	0	0	9*	0	0	0	0	0

# **Team Untrue vs Team T4**

Starting Position	Result	Player	Score	K	RK	DU	PTower	STrap	PTrap	KS	FB
111.6	XA7	You	348*	348*	0	0	0	0	0	0	0
ULC	W	Foe	0	0	0	348*	0	0	0	0	0
I DC	W	You	4*	4*	0	0	0	0	0	0	0
LRC		Foe	0	0	0	4*	0	0	0	0	0

# **Team Untrue vs Team T5**

Starting Position	Result	Player	Score	K	RK	DU	PTower	STrap	PTrap	KS	FB
ULC W	TA7	You	<b>15</b> *	15 <sup>*</sup>	0	0	0	0	0	0	0
	VV	Foe	0	0	0	15*	0	0	0	0	0
LRC	XA7	You	5*	5*	0	0	0	0	0	0	0
	W	Foe	0	0	0	5*	0	0	0	0	0

#### **Team Untrue vs Team T6**

Starting Position	Result	Player	Score	K	RK	DU	PTower	STrap	PTrap	KS	FB
III C NA	<b>V</b> A7	You	604*	604*	0	0	0	0	0	0	0
ULC	W	Foe	0	0	0	604*	0	0	0	0	0
LRC	w	You	9*	9*	0	0	0	0	0	0	0
		Foe	0	0	0	9*	0	0	0	0	0

<sup>\*</sup> This result is not accurate do to a server side error which accounted for kills, even though the attacked unit was already dead in that round.