

# AI-MAS Winter Olympics: Crafting Quest 3

## Team RAF\_AI 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 losing 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
T1	10	0	0	20
RAF_AI	2	6	2	10
T3	0	8	2	8
T4	0	8	2	8
T5	0	8	2	8
T6	0	6	4	6

Table 1.

### 3. Individual Match Results

Definitions:

K = Kills  
RK = Retaliation Kills  
DU = Dead units  
Ptower = Placed Towers  
Strap = Successful Traps  
Ptrap = Placed Traps  
KS = Killing Spree  
FB = First Blood

Starting Positions:

ULC = Upper Left Corner  
LRC = Lower Right Corner

Results:

L = Lose  
D = Draw  
W = Win

**Team RAF\_AI vs Team T1**

Starting Position	Result	Player	Score	K	RK	DU	PTower	STrap	PTrap	KS	FB
ULC	<b>L</b>	You	<b>1</b>	0	0	12	0	0	0	0	0
		Foe	<b>12</b>	12	0	0	0	0	0	0	0
LRC	<b>L</b>	You	<b>1</b>	1	0	12	0	0	0	0	0
		Foe	<b>12</b>	12	0	0	0	0	0	0	0

**Team RAF\_AI vs Team T3**

Starting Position	Result	Player	Score	K	RK	DU	PTower	STrap	PTrap	KS	FB
ULC	<b>D</b>	You	<b>0</b>	0	0	0	0	0	0	0	0
		Foe	<b>0</b>	0	0	0	0	0	0	0	0
LRC	<b>D</b>	You	<b>0</b>	0	0	0	0	0	0	0	0
		Foe	<b>0</b>	0	0	0	0	0	0	0	0

**Team RAF\_AI vs Team T4**

Starting Position	Result	Player	Score	K	RK	DU	PTower	STrap	PTrap	KS	FB
ULC	<b>D</b>	You	<b>0</b>	0	0	0	0	0	0	0	0
		Foe	<b>0</b>	0	0	0	0	0	0	0	0
LRC	<b>D</b>	You	<b>0</b>	0	0	0	0	0	0	0	0
		Foe	<b>0</b>	0	0	0	0	0	0	0	0

### Team RAF\_AI vs Team T5

Starting Position	Result	Player	Score	K	RK	DU	PTower	STrap	PTrap	KS	FB
ULC	<b>D</b>	You	<b>0</b>	0	0	0	0	0	0	0	0
		Foe	<b>0</b>	0	0	0	0	0	0	0	0
LRC	<b>D</b>	You	<b>0</b>	0	0	0	0	0	0	0	0
		Foe	<b>0</b>	0	0	0	0	0	0	0	0

### Team RAF\_AI vs Team T6

Starting Position	Result	Player	Score	K	RK	DU	PTower	STrap	PTrap	KS	FB
ULC	<b>D</b>	You	<b>138*</b>	138	0	0	0	0	0	0	0
		Foe	<b>0</b>	0	0	138	0	0	0	0	0
LRC	<b>D</b>	You	<b>1</b>	1	0	0	0	0	0	0	0
		Foe	<b>0</b>	0	0	1	0	0	0	0	0

\* 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.