

# Objectives:

Most computer games require the user to control the player in a virtual environment with the use of some input device like the mouse or the keyboard. In botMania, you are required to write a program that does it. So one can call botMania a programmer's game. The players in the virtual environment are called bots. Your program can make the bot move, scan the arena for enemies, throw bombs, send messages to its team members, etc. Typically two such programs are made to fight against each other.

There are two teams with three bots each, each controlled by a different program. The objective is to capture the flag of the opposition team while protecting your bot from the enemy. For each bot, one programme in C or C++ is required to be written. The major objectives of the simulation server can be summarized as below:

- Most online judges test a candidate on basis of his algorithmic skills as well as knowledge of programming language. botMania can be used for testing a candidate on basis of his logical and strategic thinking capability. Conventional online judges test the left hemisphere of the brain; whereas botMania requires the proper coordination with the right hemisphere as well so as to innovate new controls for bots and creating a match winning strategy. Such a system when deployed can be used for organizing contests globally similar to UVA, SPOJ etc.
- The application is essentially a simulation server similar to microsoft herbert and linux AI bots, with as much as double the functionality and many times the excitement. Your bots can fire, scan for enemies send messages, all through a piece of code that you write.

- The very idea of such an IDE for bot programming strikes the thought of its deployment at a large scale such as various programming portals like topcoder, the well renowned organization that encourages development of algorithmic, logical and innovation skills in the mind of the programmer through collective knowledge sharing.
- botMania aims at establishing a network in which people will compete against each other, fire, send messages, but all through code! When the network grows large, such as other bigger programming networks, activities can even be hosted on the international level on the botMania server which is platform independent and based on totally open source technologies, and hence is very near to the common people.
- The essential aim of botMania is to bring out “raw intelligence” in a human being. It is superior to methods that only test the algorithmic skills of a person because along with the code, the person's strategic development can also be tested.
- The software has entirely been made afresh without any use of pre-existing code whatsoever. Near about 5.5kloc of code was written by team botMania specifically for the purpose of proposing a better atmosphere for the larger intelligence development of the users of the application.