

Package `dev.robocode.tankroyale.botapi`

Class `GameType`

`java.lang.Object`
`dev.robocode.tankroyale.botapi.GameType`

```
public final class GameType
extends java.lang.Object
```

Predefined game types.

These game types are described [here](#).

Field Summary

Fields

Modifier and Type	Field	Description
static java.lang.String	CLASSIC	Classic (standard) battle with a minimum of 2 bots battling each other on an arena size of 800 x 600 units.
static java.lang.String	MELEE	Melee battle with a minimum of 10 bots battling each other on an arena of 1000 x 1000 units.
static java.lang.String	ONE_VS_ONE	One versus one (1-vs-1) battle between exactly two bots alone on an arena of 1000 x 1000 units.

Method Summary

Methods inherited from class `java.lang.Object`

`clone`, `equals`, `finalize`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

`public static final java.lang.String CLASSIC`

Classic (standard) battle with a minimum of 2 bots battling each other on an arena size of 800 x 600 units.

See Also:
[Constant Field Values](#)

MELEE

`public static final java.lang.String MELEE`

Melee battle with a minimum of 10 bots battling each other on an arena of 1000 x 1000 units.

See Also:
[Constant Field Values](#)

ONE_VS_ONE

`public static final java.lang.String ONE_VS_ONE`

One versus one (1-vs-1) battle between exactly two bots alone on an arena of 1000 x 1000 units.

See Also:
[Constant Field Values](#)