Christopher LaJon Morgan

CS 470: BZRFlags Tutorial

Sep 17, 2013

**You will need to test your PF agent as follows:**

1. Run your pf agent against your "Really Dumb Agent". Your pf agent should win, although you will have to do some tuning to win

Mods: Go after the closest flag. Switch to home goal after grabbing a flag.

1. Run against two dumb agents, you should win

The really dumb agents can get off some effective shots.

1. Run your pf agent against another copy of itself

Even though there is no AI to return ones flag, red was able to return their flag several times because then ended up on the same shortest distance path between their enemy’s base. Therefore the flag ended up in the line of travel for the red team.

1. Find another group, run your pf against their "Really Dumb Agent", you should win again

Overshot, more variance over a network..  
First of all I won! Second, one interesting observation is that the delay over the network cause my tank to slightly overshoot their goals. The tanks had a little too much velocity and would overshoot the flag slightly every time.

1. Run against two dumb agents from the other group, you should be able to win

Won like a boss.  
In all of my trials I never had friendly fire turn on. So, during the trials my tanks obliterate each other. I need a much more complicated firing algorithm.

1. Run your pf agent against their pf agent. Note that your grade does NOT depend upon which team wins, but it does depend upon what conclusions you can draw from the experience.

One complicated part of this project was translating tank coordinates into space that was continuous.   
Speed is and distance are big deals.