Z-06

|  |  |  |
| --- | --- | --- |
| Version | Author | Notes |
| a | Pantelis |  |
| b | Pantelis | * added “mirrors” variable * lowered “action\_energy” from 1.6 to 1.0 after 60 seconds * switched item selection from “ItemSelection2” to “ItemSelection” * removed implementation of energy item * modified vcoef behavior slightly * added energy check hardstop * removed case 0 * added mirror count code to case 6 * added case 7 (gets score packs in dark) * added case 10 (gets score packs in light) * changed x-coord of case 8 motion from enemy x to 0 * added going to score packs while close logic to case 8 * modified mirror logic * modified upload logic * changed tolerances on SphereInLight |
| c | Pantelis | * changed vcoef logic * changed low energy hardstop logic * added cases 4 and 5 (score pack states) * removed cases 7 and 10 * added “stop to upload photos” code (when opponent is close) * changed mirror, upload code |
| c small | Jonah | * removed hardstop * replaced the logic for the boolean "light" with game.posInArea(cpos) * moved the logic for "sphere\_is\_getting\_into\_light", "must\_upload\_pictures" and "can\_take\_a\_picture\_no\_mirror" from separate functions to just definitions |
| d | Pantelis | * changed logic for getting score packs |
| e | Jonah | * scales vcoef based on distance to light and time left on mirror |
| f | Pantelis | * changed action energy values * changed vcoef values for light versus dark movement * changed condition for dipping back into the dark when going for score packs to account for mirror running out * reduced vcoef when close to opponent and getting mirrors * changed condition for going for score packs * added logic that takes dummy pics when we have a mirror and are close to the opponent * added more advanced mirror logic that behaves differently whether or not it is step 8 |
| g | Jonah | * added shank-readiness * changed leaving the light code when going for score packs * cut down codesize * modified hardstop slightly * added velocity check to item selection |
| f hugme | Pantelis | * added time based check for distance that hardstops |
| h | Pantelis | * removed dummy logic * adjusted sphere in light constants * changed hugger variable to increment if it is step 8 and opponent is close and the mirror is off or almost off, and reset if any of those things are false * hardstops if hugger greater than 4 * removed mirror distance check, now only goes at vcoef 0.9 * changed rotation logic to be disabled if hugger>4 |