

Battlecode 2020

Game Logs Queue Runner Profiler Help

Team A: team3player

Team B: team3player

☐ Profiler enabled (will be slower)

Select maps:

Search:

☒ Default ☒ Custom ☒ Sprint ☒ Seeding
☒ Int'l Quads

NOU

OmgThisIsProcedural

Prison

ProceduralConfirmed

RandomSoup1

RandomSoup2

RealArt

Sheet4

Showerhead

(Ctrl- or command-click to select multiple maps.)

Run Game

```
> Task :test UP-TO-DATE
> Task :check UP-TO-DATE
> Task :unpackClient32 SKIPPED
> Task :build

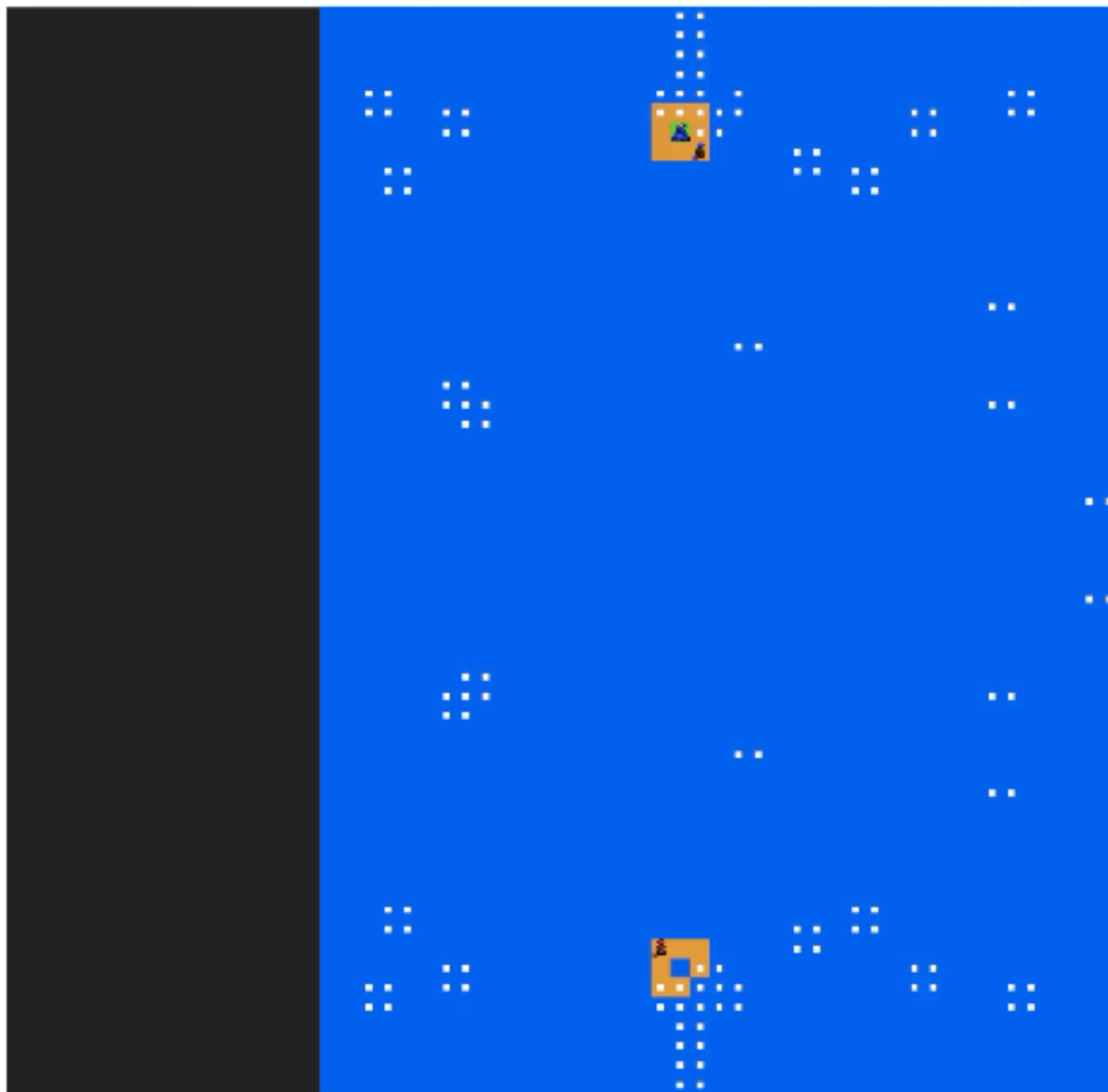
> Task :runFromClient
Waiting for connection from client...

Connection received!

[server] ----- Match
Starting -----
[server] team3player vs. team3player on
```

Round: 2451/2451

(Lagging) UPS: 64 FPS: 43 X: 21 | Y: 51 | D: 4 | W: 1 | P: 0 | S: 43



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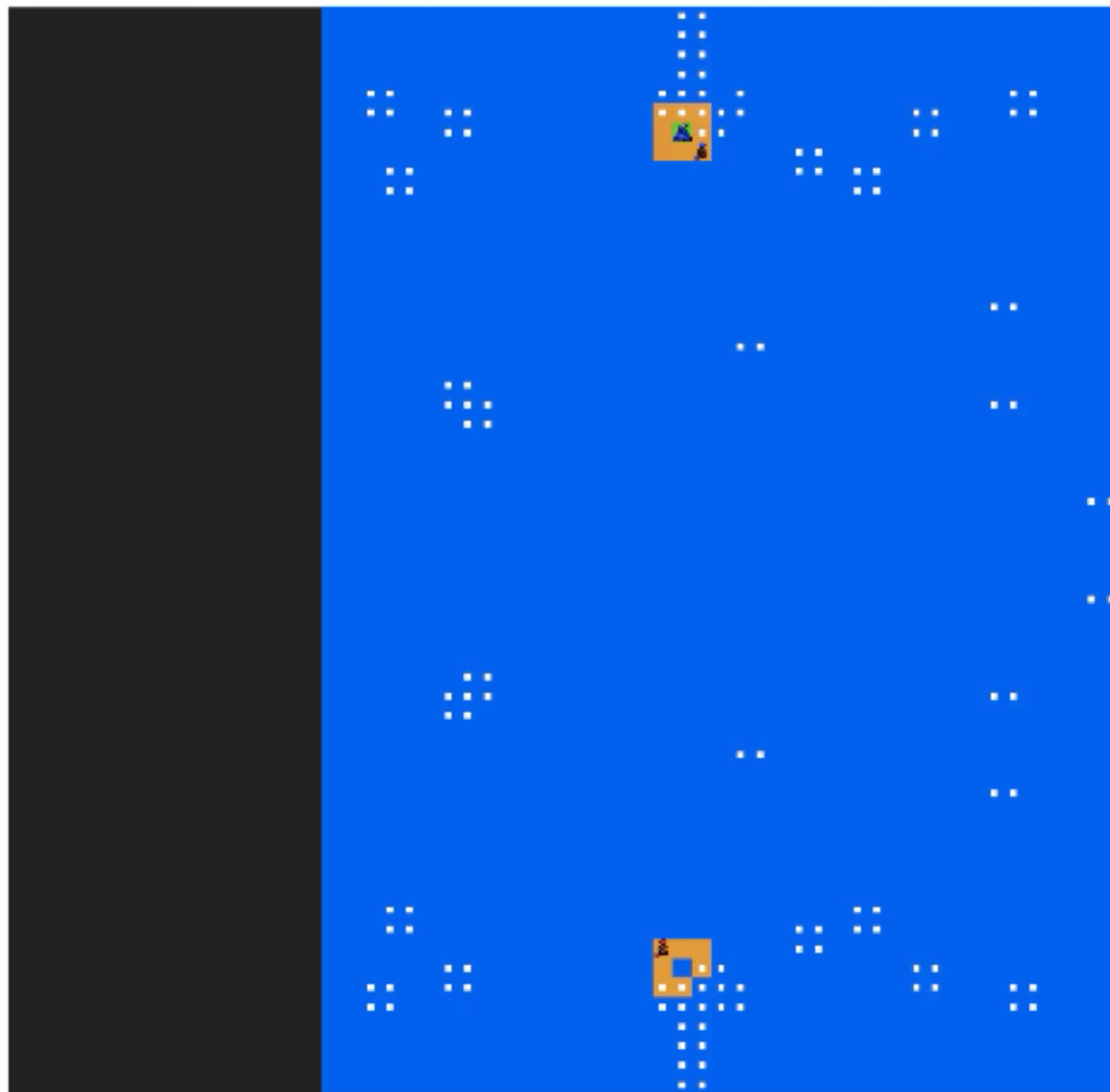
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