Test Plan for the Prototype

By the time our robot prototype reaches the production stage, it will have been thoroughly and robustly tested to the highest battle robot standards possible. Using our state of the art simulation software, we will pit our prototype against some of the most vicious and imposing robots available, that will test all aspects and features of the prototype. Each simulation against a different robot will be run 100 times, and the resulting statistics from each round will be tirelessly observed and analyzed in order to perfect our prototype into a polished machine.

First, our prototype will be put up against Circles, a robot that will test its accuracy and shooting skills. Next, the prototype will have to fight Sniper, which will make sure it knows how to move and dodge, while still accurately firing. Sniper2 is the upgraded version of Sniper, and will pose even more of a challenge, further refining our prototype's skills. The prototype will then face Peashoot, a skilled robot that will put every aspect of our robot to the test, giving rudimentary insight into how it will fare against a real opponent. Following that, Zitgun is a more formidable version of Peashoot, and facing it further improving our prototype's potential success against a real opponent.

After the prototype's stats and strategies have been refined so that it can reliably defeat all of these robots, the next phase of testing begins. The prototype will have to fight combinations of all of the previous opponents at once. This means that it will have to face groups such as:

- Zitgun, Peashooter, Circles
- Sniper2, Peashooter, Sniper
- Zitgun, Zitgun, Zitgun
- Circles, Circles, Sniper, Zitgun

And more, to test real-time melee combat situations that it will likely encounter in the arena during the tournament. These tests will be run hundreds of times, and each time small adjustments will be made to the prototype until it is consistently the victor.

Lastly, the prototype will have to face copies of itself, each with slight stat and strategy adjustments. You may have heard that "as iron sharpens iron, so one person sharpens another", well, this robot will sharpen itself, making it the pinnacle of all killing machines. This allows us to ultimately refine the prototype so that it is ready for anything the world can throw at it, and it is as close to robot-perfection as you can get.

It is safe to say that once the prototype has left the testing stage and is ready for production, it will be on the cutting edge of battle robot technology, and will be able to service any of your needs, be it winning a full out tournament, or eliminating your pesky neighborhood robot.