



# Intelligent Agents

CW2: Rover

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Bath, 10/11/2014



# Rover CourseWork

## Rover:

- Energy dependent on Scenario
  - *(eg. 500-5000) per Rover*
- organized in Teams per client
- only one task at a time possible
- StartLocation: TeamBase
- 9 total points to distribute for abilities
  - speed, capacity, scanrange



# Rover CourseWork

Tasks:

*Collect,*

*Deposit,*

*Move,*

*STOP<Task>*



# Rover CourseWork

## Tasks:

- *require energy*
- *collect requires you to be above a resource*
- *deposit requires you to be above the base to collect points or you can deposit at random places (energy required)*



# Rover CourseWork

## Tasks:

- *you can scan for resources, rovers and bases*
- *if rover energy runs below 0 resources move back to their original location*

*(read in roverserviceimpl)*



# Rover CourseWork

## World:

- contains Resources
  - (random distribution, fixed quantity)
- differently Sized
- based on Scenario
- flat and wrapped around axis



# Rover CourseWork

## Starting your code 1:

### start lookup

```
java -jar lib/aslookup.jar 8080
```

### start server

```
java -jar lib/asstartup.jar -L http://localhost:8080  
myworld
```



# Rover CourseWork

## Starting your code 2:

### start monitor

```
java -jar lib/injector.jar agents/rover-monitor-  
0.0.1.jar myworld
```

### start agent

```
java -jar lib/injector.jar agents/rover-agent-0.0.1.jar  
myworld
```