## Laboratory Activity – Lab 4

### CS 365 Artificial Intelligence

# Answer sheet

**Check out the lua files, esp. the tweakers.**

1. What is the purpose of the tweakers?   
   chance priority of different behaviors
2. How to they differ?   
   different actions have different weights
3. How are they loaded into the bot system? Buckland? Burke?   
   Buckland instantiates them randomly, Burke loads them via lua script.
4. How is the performance of the bots different?   
   They act in accordance with their tweakers
5. How can you change the tweakers in both the bots?  
   Modify the appropriate script
6. Therefore, what does the input in the lua file actually change?

The values of the corresponding regulators.

**Path following:**

1. How and when will the Goal FollowPath be activated?   
   whenever a goal is evaluated and requires movement a desired path is created and then FollowPath is activated.
2. How could you implement the idea that Buckland mentioned in the textbook to get the bot started on a partial path in case the path finding takes to long?   
   You could add a method to Raven\_PathPlanner to retrieve partial pathway in the general direction of the target. Or in the existing path function simply return a truncated path after a certain amount of time has expired.
3. Which classes would be involved?   
   Raven\_PathPlanner
4. Which of those are the ones that are specific to the bot (i.e., RB\_Bot)?   
   None?
5. How could you include the others in the tournament setting?

Override them?