GEEKY BIRDS(Total Score-8,92,940)

CODE FLOW

Weak point calculated using the weakspot calculation method of class calculation which is explained below.

CLASS: calculation

This class is used to divide the whole target area In segments and then find the weakest segment which according to certain calculations will be the easiest and most profitable in order to achieve the primary goal.

getSegmentBorder Method

Finds the Minimum bounding rectangle which will contain the whole target domain. Target domain is decided by the segments which is calculated on the basis of the pigs and the obstacles be it wood,ice,stone etc.

Now the weakest segment is calculated from all the segments list and this segment is targeted first by the birds(the weak segment is bound to contain at least one pig).

PROJETILE

If there is any hill or obstacles in the front of the weak point then the higher trajectory can be used otherwise the trajectory will try to use more and more lower angle trajectory because of the higher momentum associated with it.

LEARNING PART

Storage class will contain the following parameters

Flag: contains the value that the match played was won or not

Image: the image of the game state after every gameplay.

Angle: the projectile angle with which the shot was taken.

Score: the score that was scored in the given gameplay.

Learning class will contain the following method:

The difference in pixel threshold is set to be 25000.

If the threshold matches then it is assumed that the same state has been reached again.

Then **the calvalue function** is called which gives the release angle used by the maximum scoring gameplay.

The **getvalue function** is used to add the learnt parameters.