Python Bot Competition

- rules
  - you are given three maps in which your python bot has to survive
  - which ever bot kills the monsters quickest wins!
  - give it 4 minutes (max time)

- the human player may not, shoot or spawn anything
  - can move around though
  - can use 'god' mode to avoid being killed!

Python Bot Competition

■ open up a terminal and use the command line

■
```
$ gnome-clocks
```

■ and select a stop watch

Map 1: botwar1.txt

$HOME/Sandpit/chisel/botwar1.txt

```
define 1 room 1
define 2 room 2
define s worldspawn
define o monster monster_demon_imp
define n monster monster_demon_hellknight
define i light

define S monster monster_demon_tick
define R ammo ammo_rockets_large 16
define G ammo ammo_grenade_small 16
define B ammo ammo_shells_large 16
define L ammo moveable_item_rocketlauncher 1
define A ammo item_medkit 1
define M monster python_doommarine_mp
```

Map 1: botwar1.txt

- `$HOME/Sandpit/chisel/botwar1.txt`

```
####################
#  1               #
#                  #
#    s             #
#        A   B     #
#                  #
#        L   G     #
#                  #
#        M   R     #
#                  #############
#                  #          #
#                  #  2       #
#                  #          #
#                  .          #
#                  .          #
#                  #          #
#                  #      S   #
#                  #          #
####################################
```

Map 2: botwar2.txt

$HOME/Sandpit/chisel/botwar2.txt

```
define 1 room 1
define 2 room 2
define s worldspawn
define o monster monster_demon_imp
define n monster monster_demon_hellknight
define i light

define S monster monster_demon_tick
define R ammo ammo_rockets_large 16
define G ammo ammo_grenade_small 16
define B ammo ammo_shells_large 16
define L ammo moveable_item_rocketlauncher 1
define A ammo item_medkit 1
define M monster python_doommarine_mp
```

Map 2: botwar2.txt

- $HOME/Sandpit/chisel/botwar2.txt

```
####################
#  1               #
#                  #
#    s             #
#        A   B     #
#                  #
#        L   G     #
#                  #
#        M   R     #
#                  #############
#                  #          #
#                  #  2       #
#                  #          #
#                  .          #
#                  .          #
#          S       #          #
#                  #       o  #
#                  #          #
##################################
```

Map 3: botwar3.txt

$HOME/Sandpit/chisel/botwar3.txt

```
define 1 room 1
define 2 room 2
define s worldspawn
define o monster monster_demon_imp
define n monster monster_demon_hellknight
define i light

define S monster monster_demon_tick
define R ammo ammo_rockets_large 16
define G ammo ammo_grenade_small 16
define B ammo ammo_shells_large 16
define L ammo moveable_item_rocketlauncher 1
define A ammo item_medkit 1
define M monster python_doommarine_mp
```

Map 3: botwar3.txt

-
$HOME/Sandpit/chisel/botwar3.txt

```
################
# 1            #
#             #
#    s        #
#        A   B   #
#             #
#        L   G   #
#             #
#        M   R   #
#             #######################
#             #          #        #
#             # 2        . 3      #
#             #          .        #
#           .            #        #
#           .            #        #
#       S   #            #        #
#           #        o   #   n    #
#           #            #        #
#########################################
```