

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

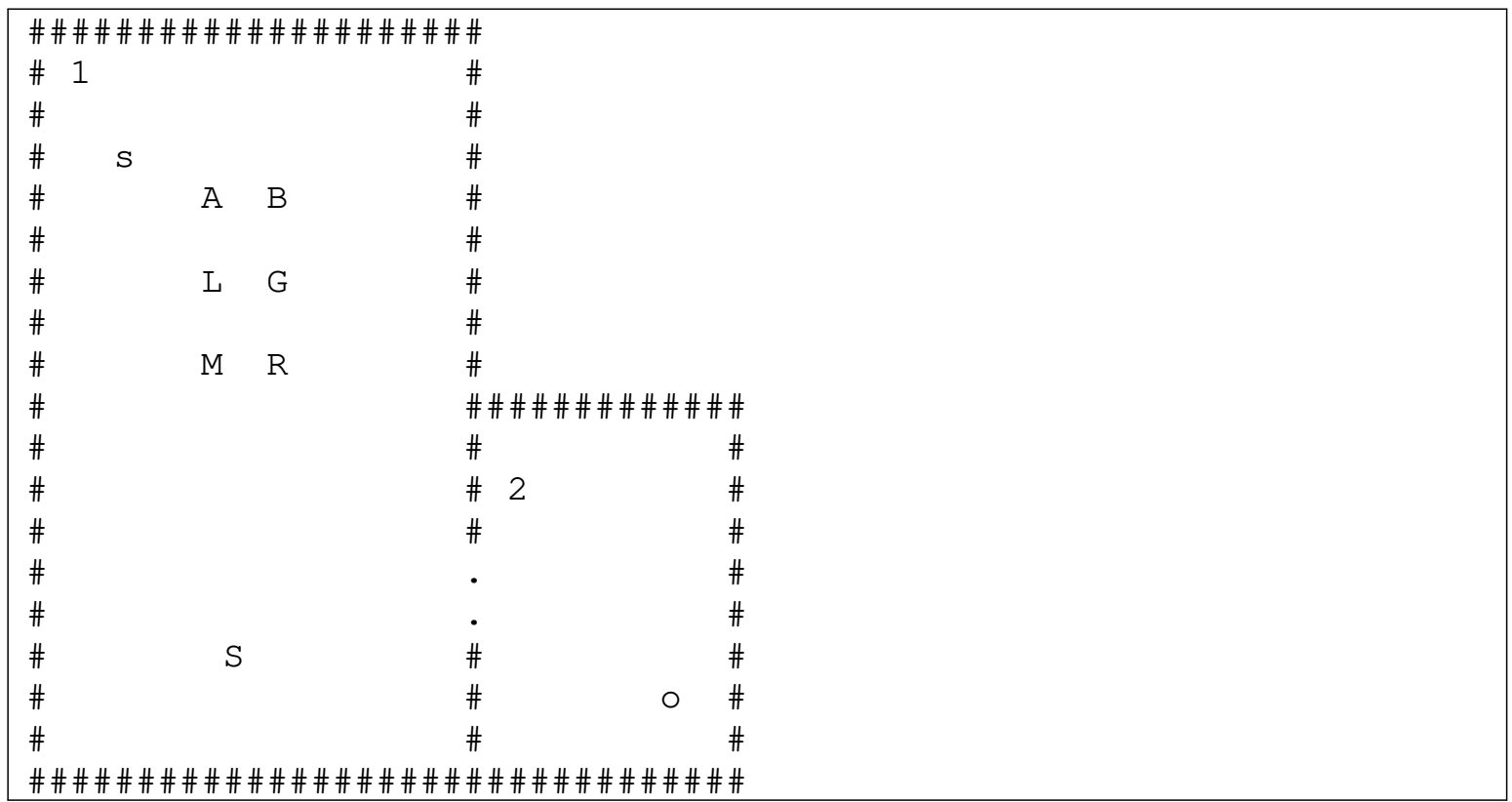
```
define 1 room 1
define 2 room 2
define s worldspawn
define o monster monster_demon_imp
define n monster monster_demon_hellknight
define i light

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`





## 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
```

[illegible]