Full Robocode setup + Intellij setup instructions

Table of Contents

[Install Robocode 1](#_Toc147312123)

[Setup Development With Intellij 7](#_Toc147312124)

[Open Intellij Project 7](#_Toc147312125)

[Point Robocode to your Robot files 8](#_Toc147312126)

[Setup Intellij Debugging 10](#_Toc147312127)

[Tournament Rules 12](#_Toc147312128)

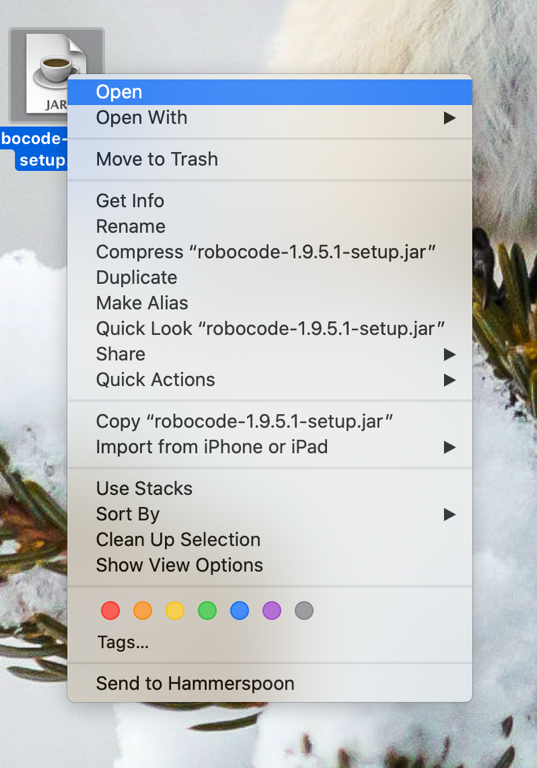
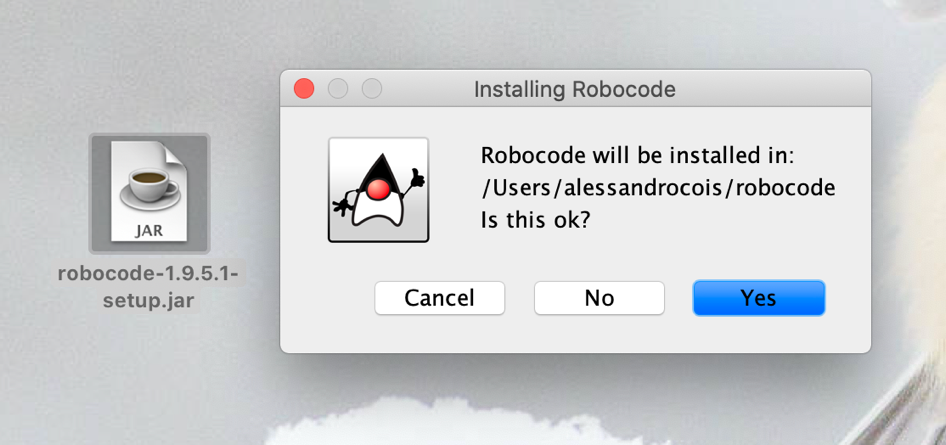
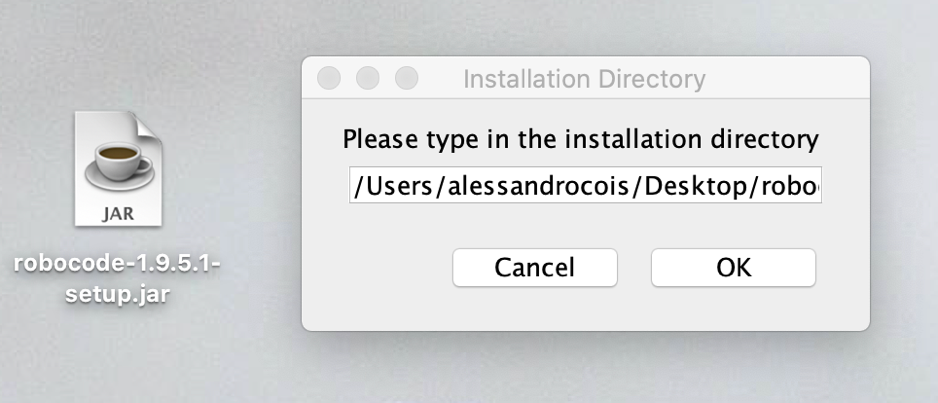
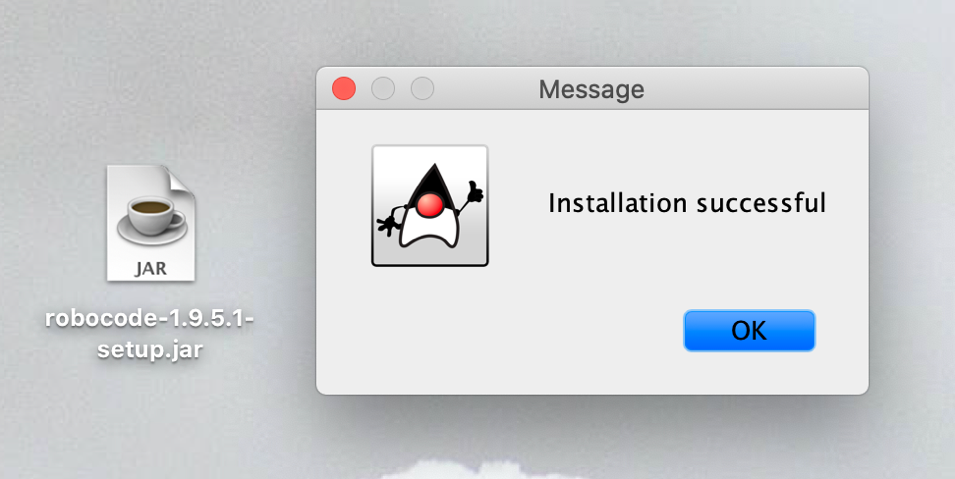
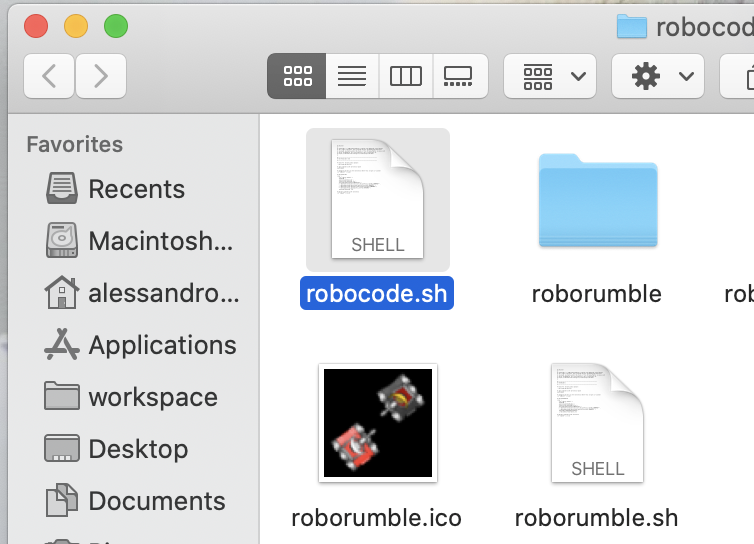
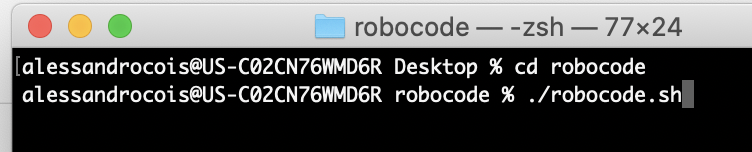
[Robocode Rules 12](#_Toc147312129)

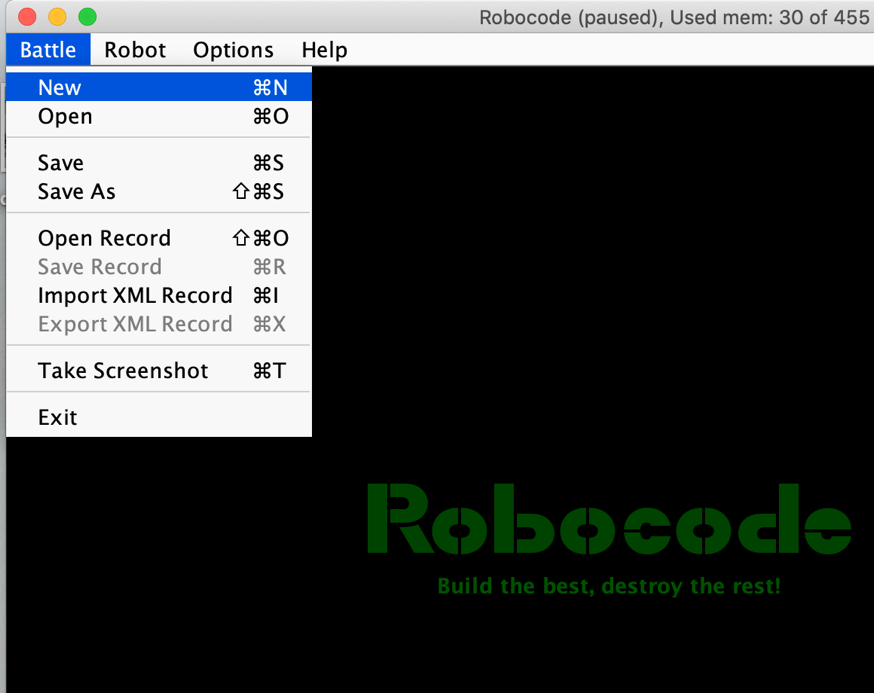
[Scoring 13](#_Toc147312130)

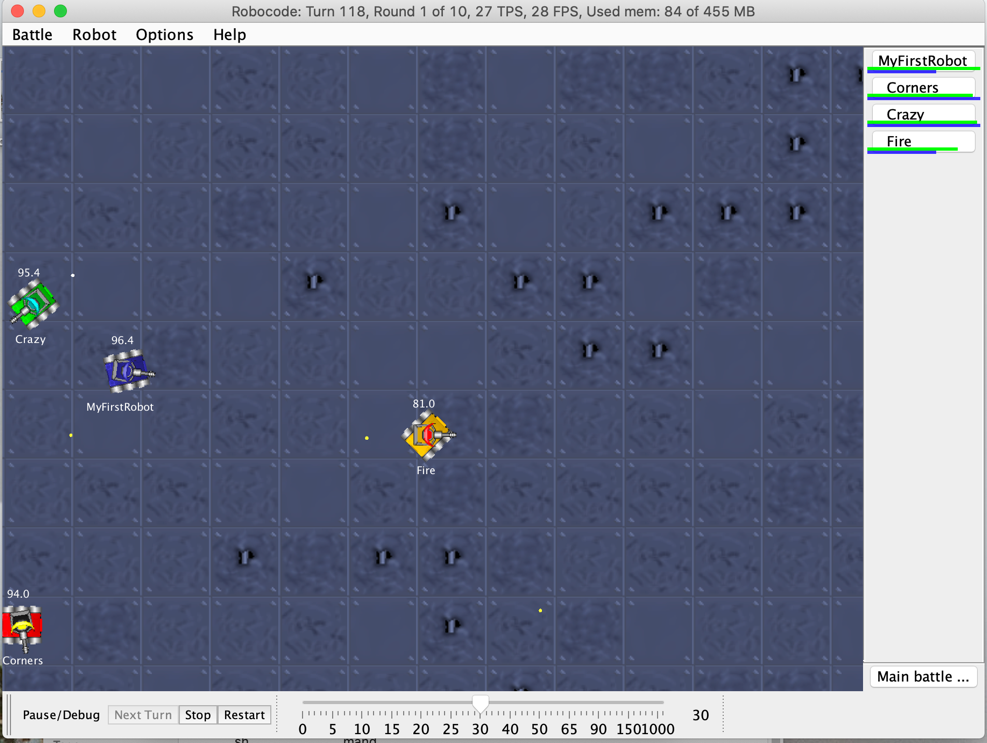
[Tournament bracket 14](#_Toc147312131)

[Useful links 14](#_Toc147312132)

# Install Robocode

* Make sure you have java setup on your computer <https://robowiki.net/wiki/Robocode/System_Requirements>
  + Most people can skip this step, as Vault uses Java
* Clone this repo: <https://github.com/gerbilord/gvconnect_robocode>
  + git clone git@github.com:gerbilord/gvconnect\_robocode.git
* Go the the repo folder, run the included jar "robocode-1.9.5.1-setup.jar"
  + You may see an error like, just run it anyways, its open source.
    - 
  + On mac you can get around this by control clicking the jar file, and hitting open
    - 
  + If you have trouble on windows, you may have to do something like this: <https://stackoverflow.com/questions/37105012/execute-jar-file-as-administrator-in-windows>
* Follow instructions to setup:
  + Select NO if you want a different setup path.
    - 
    - 
  + Follow the rest of the instructions, you should see success at the end if all went well.
    - 
* On Mac: run robocode, by double clicking “robocode.sh” (not the other sh files)
  + - 
  + Alternatively, if that doesn’t work, you can run it from the terminal
    - 
* On Windows: Run the “robocode.bat” file. You will probably need to open up a terminal to do that.
* You should see a splash screen, then the application pop up!
  + It will run a battle, in a window like this.
  + A screenshot of a computer

    Description automatically generated
* Run your first battle
  + Select Battle from the top menu, and click “New
    - 
  + Add a few sample robots to your battle, then click start battle at the bottom!
    - A screenshot of a computer

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  + A battle should pop up and play out! Yay!
    - 

# Setup Development With Intellij

* If you do not care about debugging, autocomplete or your intellij hotkeys, you can use the built in editor. (Not recommended) See instructions here <https://robowiki.net/wiki/Robocode/My_First_Robot>

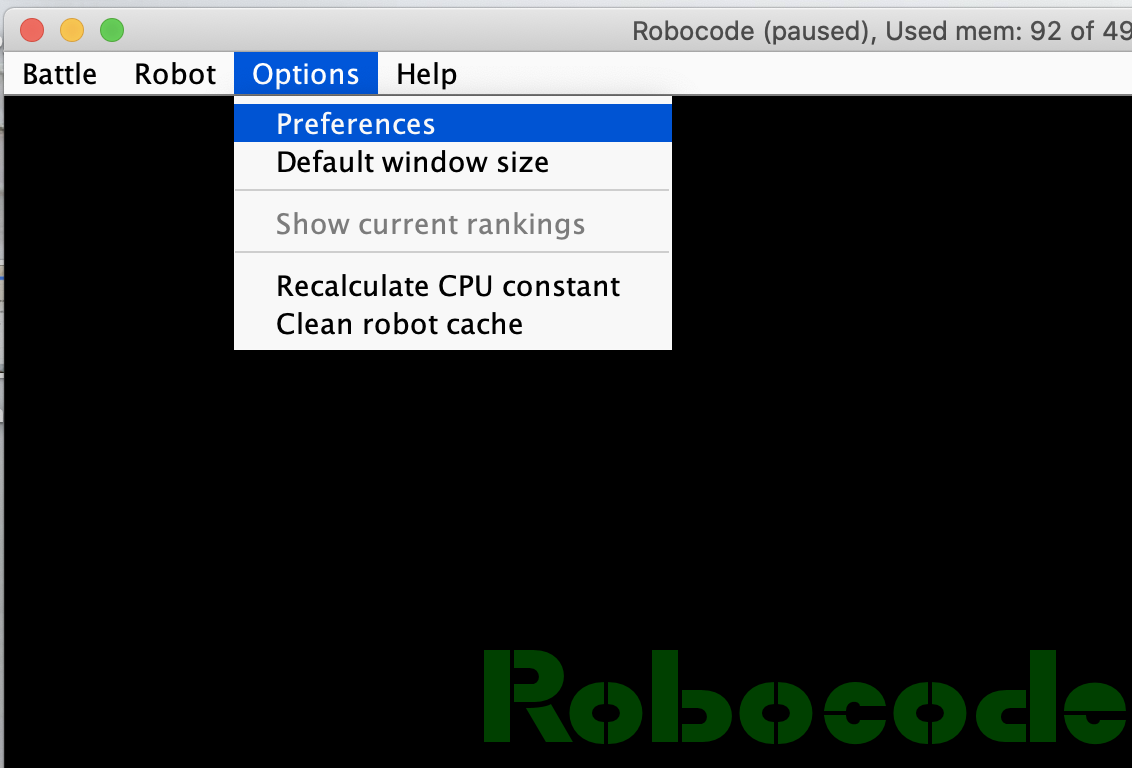
## Open Intellij Project

* In intellij, “open” a project. Select the folder “intellijDevelopment”
  + - A screenshot of a computer

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* Build “team1\_theKoolKidsBot”. It should go to an “out” folder.
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## Point Robocode to your Robot files

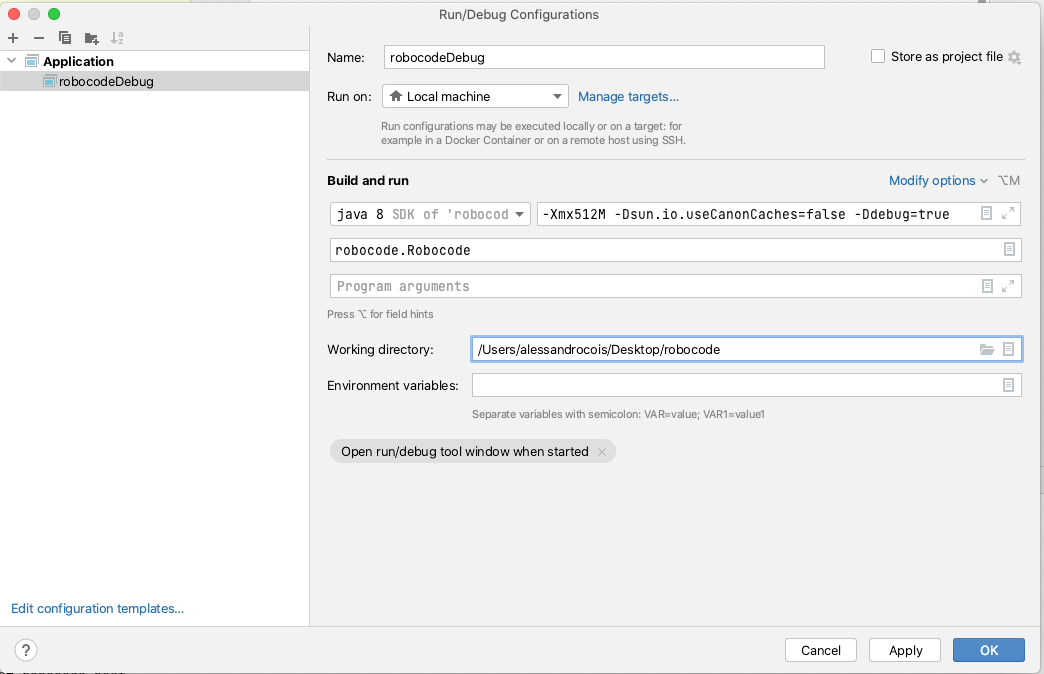
* In robocode, Go to options > preferences in the menu
  + - 
* In development options add path to: **…/gvconnect\_robocode/intellijDevelopment/out/production/robocodeIntellij**
  + This exact path is very important. (If you point one folder too high or low it won’t work).
    - A screenshot of a computer

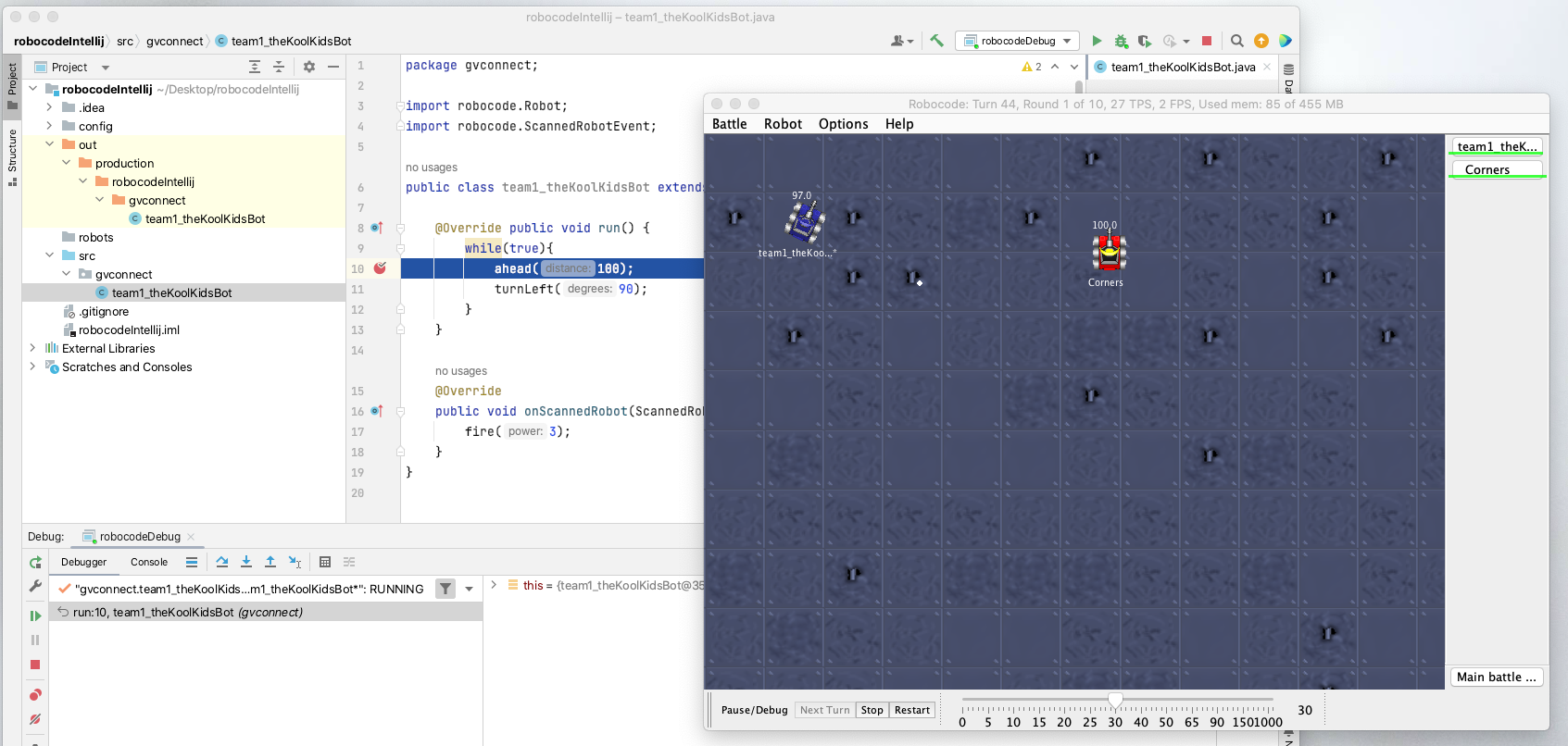
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* Hit finish and go create a new battle. After hitting Cmd + R, you should see your new bot! You can add it and battle with it.
  + A screenshot of a computer

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* You can now develop and test your robot. Make as many robots as you want. Make sure to rename your robots.

# Setup Intellij Debugging

* Close robocode. Intellij is going to open it later.
* In Intellij, you should already see a run configuration. We need to modify it. Hit “Edit Configurations”A screenshot of a computer

  Description automatically generated
* Point the “working directory” to: path/where/you/installed/robocode
  + - 
  + Take a second to verify the rest of your debug config matches the picture.
* Now add some breakpoints to your robot, then hit debug.
  + A screenshot of a computer

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* Robocode should pop up! Run a new battle with your robot, and a sample one.
* When the battle runs, and your bot code hits a breakpoint, the battle will pause and you can debug!
  + 

# Tournament Rules

## Robocode Rules

We will be having a melee tournament. Meaning bots will fight on a 1000x1000 grid, with 10 bots total on the screen.

<https://robowiki.net/wiki/Melee>

When creating a new battle, hit the rules tab at the top, set your board to 1000x1000 so you can test your bots in the correct space!

You also may want to set number of rounds to 1 for testing.

Leave the other rules as default.

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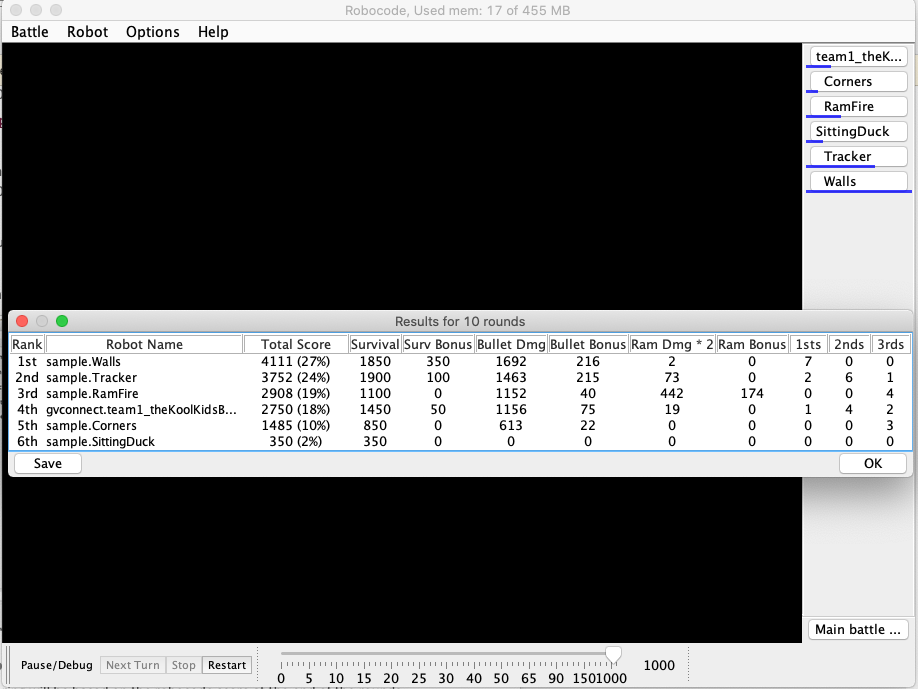
Your robot may only extend “Robot” or “AdvancedRobot”.

Do not implement “BorderSentry” or “Droid”.

## Scoring

Scoring will be based on the “Total Score” at the end of the rounds. This can be seen in a pop-up once all rounds are over.

<https://robowiki.net/wiki/Robocode/Scoring>



## Tournament bracket

There are 60 teams. 10 robots will fight at a time. There will be 6 winners in the first round.

Then we will fight those 6 winners against each other to decide our champion.

# Useful links

Start with -> Wiki FAQ - <https://robowiki.net/wiki/Robocode/FAQ>

API - <https://robocode.sourceforge.io/docs/robocode/>

Melee Strategy - <https://robowiki.net/wiki/Melee_Strategy>

Wiki home page - <https://robowiki.net/wiki/Main_Page>