

Assignment 00: Martian Squirrel City Simulator

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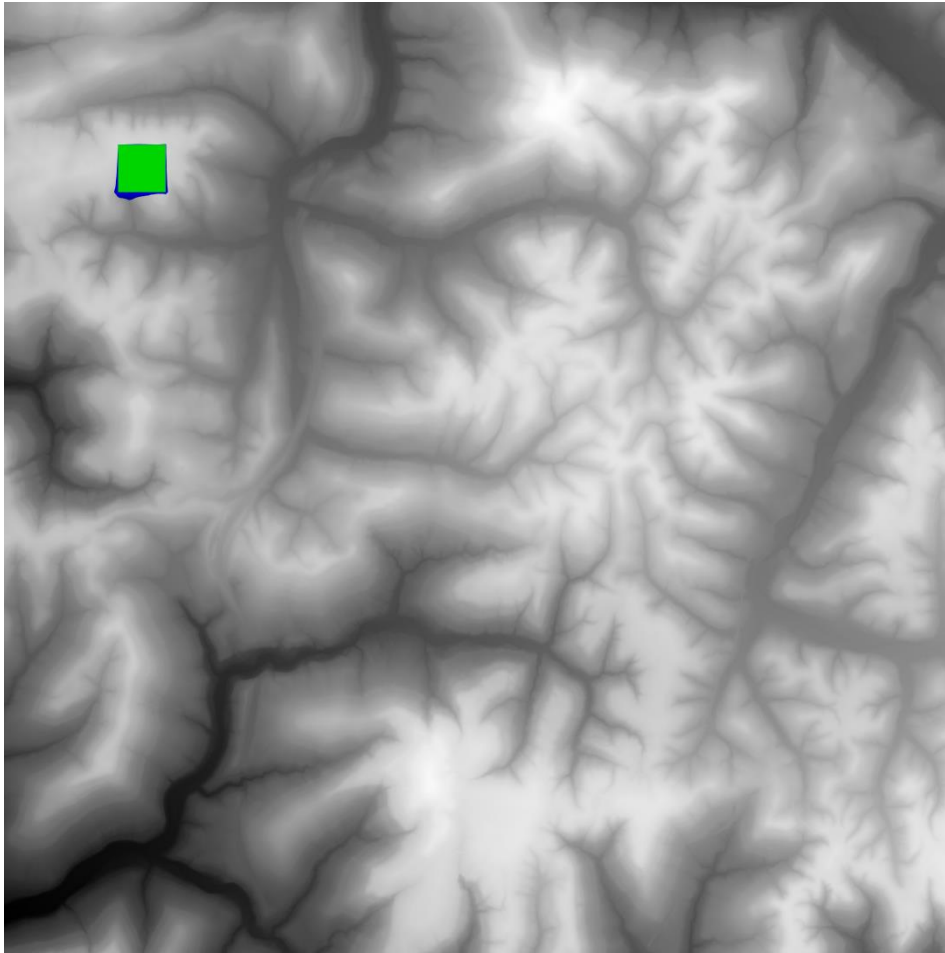
Approach

- Scans a simplified version of the terrain map (100x100)
- If a section is “good enough,” randomly selects whether to use it
- If no section is chosen by the end, chooses the best section it found
- Builds the city then fills dirt around it
- Checks to confirm that the city is safe

Prelim Results (Run 1)

- Time elapsed: 55.186701106 seconds
- Total cost: 6,331,415 acorns
- City X: 1200
- City Y: 1500
- (Position based on top-left corner)

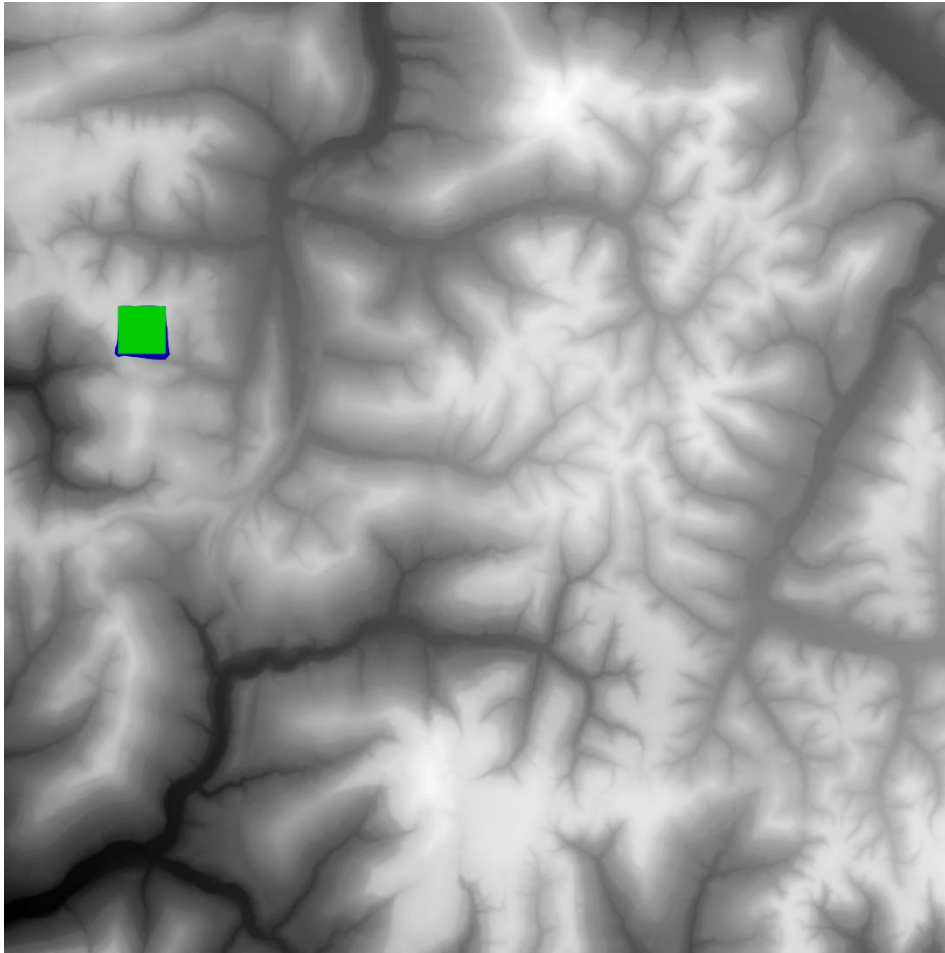
Prelim Results (Run 1)



Prelim Results (Run 2)

- Time elapsed: 50.147363199 seconds
- Total cost: 4,620,896 acorns
- City x: 1200
- City y: 3200

Prelim Results (Run 2)



Future Ideas

- Actually use the cost map
- Check the map more thoroughly (e.g. check every tenth pixel instead of every hundredth)
- Occasionally build downward instead of always building upward