

# PROGRAM TEST RUN, ROMAN - S19B

## ROUND #1



Score: 000

Actions:

- 1 - Move left
  - 2 - Move right
  - 3 - Fire laser
- Input action: 2

## ROUND #2



Score: 000

Actions:

- 1 - Move left
  - 2 - Move right
  - 3 - Fire laser
- Input action: 2

## ROUND #3



Score: 000

Actions:

- 1 - Move left
  - 2 - Move right
  - 3 - Fire laser
- Input action: 2

## ROUND #4



Score: 000

Actions:

- 1 - Move left
  - 2 - Move right
  - 3 - Fire laser
- Input action: 3

### - ENEMIES -

	Grid Position	Cycle
#1	4	1
#2	3	1
#3	3	1

### - ENEMIES -

	Grid Position	Cycle
#1	8	2
#2	4	2
#3	4	2

### - ENEMIES -

	Grid Position	Cycle
#1	12	3
#2	8	3
#3	8	3

### - ENEMIES -

	Grid Position	Cycle
#1	11	4
#2	7	4
#3	7	4

### - PLAYER -

	Column Position	Action
#1	1	2

### - PLAYER -

	Column Position	Action
#1	2	2

### - PLAYER -

	Column Position	Action
#1	3	2

### - PLAYER -

	Column Position	Action
#1	4	3

### Following Turn:

P moves to the right. E1 moves down, E2 & E3 move right.

### Following Turn:

P moves to the right. E1, E2, E3 move down.

### Following Turn:

P moves to the right. E1, E2, E3 move left.

### Following Turn:

P shoots nothing. E1, E2, E3 move down.

### ROUND #5



Score: 000

Actions:

- 1 - Move left
  - 2 - Move right
  - 3 - Fire laser
- Input action: 3

### ROUND #6

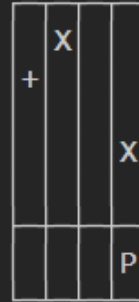


Score: 000

Actions:

- 1 - Move left
  - 2 - Move right
  - 3 - Fire laser
- Input action: 3

### ROUND #6

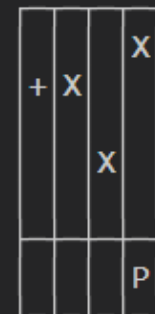


Score: 010

Actions:

- 1 - Move left
  - 2 - Move right
  - 3 - Fire laser
- Input action: 3

### ROUND #7



Score: 020

Actions:

- 1 - Move left
  - 2 - Move right
  - 3 - Fire laser
- Input action: 1

#### - ENEMIES -

	Grid Position	Cycle
#1	15	5 -> 1
#2	11	5 -> 1
#3	11	5 -> 1

#### - ENEMIES -

	Grid Position	Cycle
#1	16	2
#2	12	2
#3	12	2

#### - ENEMIES -

	Grid Position	Cycle
#1	2	2
#2	16	3
#3	16	3

#### - ENEMIES -

	Grid Position	Cycle
#1	6	3
#2	4	2
#3	15	4

#### - PLAYER -

	Column Position	Action
#1	4	3

#### - PLAYER -

	Column Position	Action
#1	4	3

#### - PLAYER -

	Column Position	Action
#1	4	3

#### - PLAYER -

	Column Position	Action
#1	4	1

#### Following Turn:

P shoots nothing. E1, E2, E3 move right. Power-Up spawns.

NOTE: Power-Up spawns/relocates every 5 turns. Also, cycles revert to 1 after 5.

#### Following Turn:

P shoots E1, +10 points. E1 respawns in grid 1 & moves right. E2 & E3 move down.

NOTE: E1's cycle is 2 because it moves after respawning.

#### Following Turn:

P shoots E2, +10 points. E2 respawns in grid 3 & moves right. E1 moves down & E3 moves right.

#### Following Turn:

P moves left. E1 moves left and destroys Power-Up. E2 & E3 move down..

## ROUND #8



Score: 020

Actions:

- 1 - Move left
  - 2 - Move right
  - 3 - Fire laser
- Input action: 3

## ROUND #9



Score: 020

Actions:

- 1 - Move left
  - 2 - Move right
  - 3 - Fire laser
- Input action: 3

## ROUND #10



Score: 030

Actions:

- 1 - Move left
  - 2 - Move right
  - 3 - Fire laser
- Input action: 3

## ROUND #11



Score: 040

Actions:

- 1 - Move left
  - 2 - Move right
  - 3 - Fire laser
- Input action: 1

### - ENEMIES -

	Grid Position	Cycle
#1	5	4
#2	8	3
#3	19	5 -> 1

### - PLAYER -

	Column Position	Action
#1	3	3

### Following Turn:

P shoots E3, +10 points. E3 respawns in grid 1 and moves right. E2 moves left.

### - ENEMIES -

	Grid Position	Cycle
#1	5	4
#2	8	3
#3	19	5 -> 1

### - PLAYER -

	Column Position	Action
#1	3	3

### Following Turn:

P shoots E3, +10 points. E3 respawns in grid 1 and moves right. E2 moves left.

### - ENEMIES -

	Grid Position	Cycle
#1	9	5 -> 1
#2	7	4
#3	2	2

### - PLAYER -

	Column Position	Action
#1	3	3

### Following Turn:

P shoots E2, +10 points. E2 respawns in grid 2 and moves right. E1 moves right. E3 moves down. Power-Up spawns in grid 2.

### - ENEMIES -

	Grid Position	Cycle
#1	10	2
#2	3	2
#3	6	3

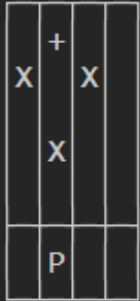
### - PLAYER -

	Column Position	Action
#1	3	1

### Following Turn:

P moves left. E1 & E2 moves down. E3 moves right.

## ROUND #12



Score: 040

Actions:

- 1 - Move left
- 2 - Move right
- 3 - Fire laser

Input action: 3

## ROUND #13



Score: 050

Actions:

- 1 - Move left
- 2 - Move right
- 3 - Fire laser

Input action: 3

## ROUND #14



Score: 060

Actions:

- 1 - Move left
- 2 - Move right
- 3 - Fire laser

Input action: 3

## ROUND #15



Score: 070

Actions:

- 1 - Move left
- 2 - Move right
- 3 - Fire laser

Input action: 3

### - ENEMIES -

	Grid Position	Cycle
#1	14	3
#2	7	3
#3	5	4

### - ENEMIES -

	Grid Position	Cycle
#1	8	2
#2	6	4
#3	9	5 -> 1

### - ENEMIES -

	Grid Position	Cycle
#1	12	3
#2	3	2
#3	10	2

### - ENEMIES -

	Grid Position	Cycle
#1	11	4
#2	7	3
#3	8	2

### - PLAYER -

	Column Position	Action
#1	2	3

### - PLAYER -

	Column Position	Action
#1	2	3

### - PLAYER -

	Column Position	Action
#1	2	3

### - PLAYER -

	Column Position	Action
#1	2	3

### Following Turn:

P shoots E1, +10 points. E1 respawns in grid 4 and moves down. E2 moves left. E3 moves down.

### Following Turn:

P shoots E2, +10 points. E2 respawns in grid 2 and moves right (it avoids Power-Up). E1 moves down. E3 moves right.

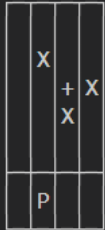
### Following Turn:

P shoots E3, +10 points. E3 respawns in grid 4 and moves down. E1 moves left. E2 moves down.

### Following Turn:

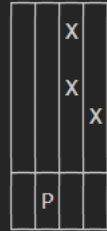
P shoots Power-Up. 2x multiplier applied for 3 turns. E1 & E3 move down. E2 moves left.

## ROUND #16



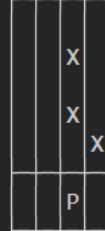
Score: 070 | 2x Multiplier  
 Actions:  
 1 - Move left  
 2 - Move right  
 3 - Fire laser  
 Input action: 3

## ROUND #17



Score: 090 | 2x Multiplier  
 Actions:  
 1 - Move left  
 2 - Move right  
 3 - Fire laser  
 Input action: 2

## ROUND #18



Score: 090 | 2x Multiplier  
 Actions:  
 1 - Move left  
 2 - Move right  
 3 - Fire laser  
 Input action: 3

## ROUND #19



VICTORY!  
 Final Score: 110

### - ENEMIES -

	Grid Position	Cycle
#1	15	5 -> 1
#2	6	4
#3	12	3

### - ENEMIES -

	Grid Position	Cycle
#1	16	2
#2	3	2
#3	11	4

### - ENEMIES -

	Grid Position	Cycle
#1	20	3
#2	7	3
#3	15	5 -> 1

### - ENEMIES -

	Grid Position	Cycle
#1	19	4
#2	6	4
#3	2	2

### - PLAYER -

	Column Position	Action
#1	2	3

### - PLAYER -

	Column Position	Action
#1	2	2

### - PLAYER -

	Column Position	Action
#1	3	3

### - PLAYER -

	Column Position	Action
#1	3	N/A

### Following Turn:

P shoots E2, +20 points (due to 2x multiplier). E2 respawns in grid 2 and moves right. E1 moves right. E3 moves left and destroys newly spawned Power-Up. Multiplier (rounds left) decrements to 2 turns.

### Following Turn:

P moves right. E1, E2, E3 move down. Multiplier (rounds left) decrements to 1 turn.

### Following Turn:

P shoots E3, +20 points (due to 2x multiplier). E3 respawns in grid 1 and moves right. E1 & E2 move left. Multiplier wears off. Player obtains 110 points, VICTORY!!!

## VICTORY!