

Wargame



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Synopsis:

In this project we will develop a small language to control the logics of a multi agent system.

The content of the report is freely accessible, but publication (with source) may only be made with the authors consent.

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0.1 Preface

0.1.1 Wargame Scenario

The war game is initialized and the number of agents on the teams is chosen by the user. The first user types the first command, and clicks the button *Execute* to execute the command. When the user is done making his draws, he ends his turn by pressing the *End Turn* button. The moves available for the user to make is up, down, left and right (one coordinate at a time), and it is also possible to make several moves with an agent, if you select the agent and type the coordinates you want the agent to move to. When a collision between agents from opposing teams occur, a random function is called, which decides which agent wins the fight, favoring the unit with the highest rank.

0.2 Epilogue

.1 Appendix

