

# Wargame





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**Synopsis:**

In this project we will develop a small language to control the logics of a multi agent system.
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# Kapitel 1

## Introduction

*header - in this chapter we will introduce...*

### 1.1 Motivation

### 1.2 Tools

*tail - we have introduced...*

# Kapitel 2

## The Wargame

*header - in this chapter we will outline...*

### 2.0.1 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.

*tail - in this chapter we outlined...*

# Kapitel 3

## Implementation

*header - in this chapter..*

### 3.1 Making the Scanner

### 3.2 Making the Parser

### 3.3 The Abstract Syntax Tree

### 3.4 The Graphical User Interface

*sub conclusion - in this chapter we have made...*



# Kapitel 4

## Discussion

*header...*

### 4.1 Usability

*tail...*

# Kapitel 5

## Epilogue

*header...*

### 5.1 Conclusion

### 5.2 Future Work

*tail...*



# Bilag A

## Appendix



# Litteratur