Daniel J Harris (Alert Logic - software engineer):

When setting the bot up in the game for the AI kit via the instructions given to me, I found the task easy enough to use, had a little trouble using the track pad, don’t think this would have been an issue if I used a mouse. I liked how integrated the Smartzone felt, just like using any other accessory.

When using toolkit I found overall it was very simple to use and understand, it is very basic but does not need to be any more complex for what it is doing in my opinion.

I found using the line of code that was created a little tedious because this needs to be done every time, but the process was simple enough.

It was very entertaining to see my design fight, and because its controlled by the AI I don’t feel as much to blame when it loses, as I know the AI would fight in the best possible way. If I where playing myself I would blame myself for loosing. Especially when I was going up against the advanced bot, it seemed to be better equipped with the double blades and it had an easy job at hunting me down and killing me. Moving the files and text around is very clumsy, would be much better if this was done automatically. But I found watching my design fight very entertaining, I would love to see a betting system integrated into the fighting, that way each person could put in their best design and not have to worry about piloting the bot.

The interface to create the code worked flawlessly and was simple to use, it allowed me to configure several various aspects of the bot, including what direction it is facing. The bots also fought well, unfortunately mine lost, but not before putting up a good fight. The process was easy for me to understand, but I am not sure if the same would apply to someone who is not as familiar with coding as I am, I think that any future progress should aim to make the process more simplistic.