

Planet Wars is a game where you send fleets to other planets to attack.

Random Bot :

In this bot, we will only launch one fleet at a time. It will launch a fleet if the sources planet has more than 10 ships. (i.e. Only launch 75% of the ships available from the source planet)

```
from random import choice

class Rando(object):
    def update(self, gameinfo):
        if len(gameinfo.my_fleets) > 2:
            return

        if gameinfo.my_planets and gameinfo.not_my_planets:
            dest = choice(list(gameinfo.not_my_planets.values()))
            src = choice(list(gameinfo.my_planets.values()))

            if src.num_ships > 10:
                gameinfo.planet_order(src, dest, int(src.num_ships * 0.75))
```

Weapo Bot:

In this bot, we sort through available planets/ fleets. The fleet-launching mechanism will be similar to Rando, but with added analysis of planets and fleets to exploit weak points and attack accordingly.

```
from random import choice

class Weapo(object):
    def update(self, gameinfo):
        if gameinfo.my_fleets:
            return

        if gameinfo.my_planets and gameinfo.not_my_planets:
            dest = min(gameinfo.not_my_planets.values(),
                       key=lambda p: p.num_ships)
            src = max(gameinfo.my_planets.values(), key=lambda p: p.num_ships)

            if src.num_ships > 10:
                gameinfo.planet_order(src, dest, int(src.num_ships * 0.75))
```

