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))