Micro operation

Melee units:

1.Form squads in an arc before battles—when melee troop meet enemies they first form an arc and the radius of the arc is determined by the size of enemies. To perform this, we can make the most of fire of each melee unit and maximize the total damage. Once the formations are completed or squad are under attack, all melee units attack enemy.

2.Rewrite battle performance strategy to move unit in low health back—we perform draw back strategy when units are in low health because we want each unit to survive in battles as long as possible, and if they are not locked by any enemy, then it can come back into attacking.

3.Rewrite enemy evaluation function to perform concentrate fire on one in low health and in closest position—the purpose of concentrate fire is to decrease the number of enemy troops as soon as possible, since the damage is positively relevant with the number of enemies who can cause damage in each frame.

Ranged units:

1.Perform concentrated fire on one in lowest health within shooting range—the same reason with performing concentrated fire by melee units.

2.Perform hit and run strategy on non-ranged units—since the attack range of ranged units is further than non-ranged units, so the ranged units can attack when their weapon is ready and move back up when the weapon is cooling down. This strategy can efficiently decrease the damage the ranged units would receive when fight with non-ranged units.

3.Form in an arc before battles—this strategy is forming ranged units behind the formed melee units in a bigger arc in order to use melee units as a protection wall against enemies. The sense in this strategy is to avoid the situation that our ranged units are exposed directly to enemy melee troops, which could maximize the ranged units’ survive time in battles so that the damage caused is maximized.