Server

Web Session

Game Engine

Web Broker

Web Session

Client

TCP Client

Planning

Comms

Client (Browser)

Challenge 1: TAS Client

Play the game with the help of an automated algorithm you write! The highest score gets bragging rights!

Software Guidelines:
Only one autonomous run script allowed
    (can't open multiple client terminals)
Cite code taken from online
Document changes clearly in GitHub
No changes made to the server code

Competition Rules:
No interference
No overloading the server
No unreasonable controls
    (you can't just teleport to the other side of the screen!)
No manipulation of the game state other than motion/location