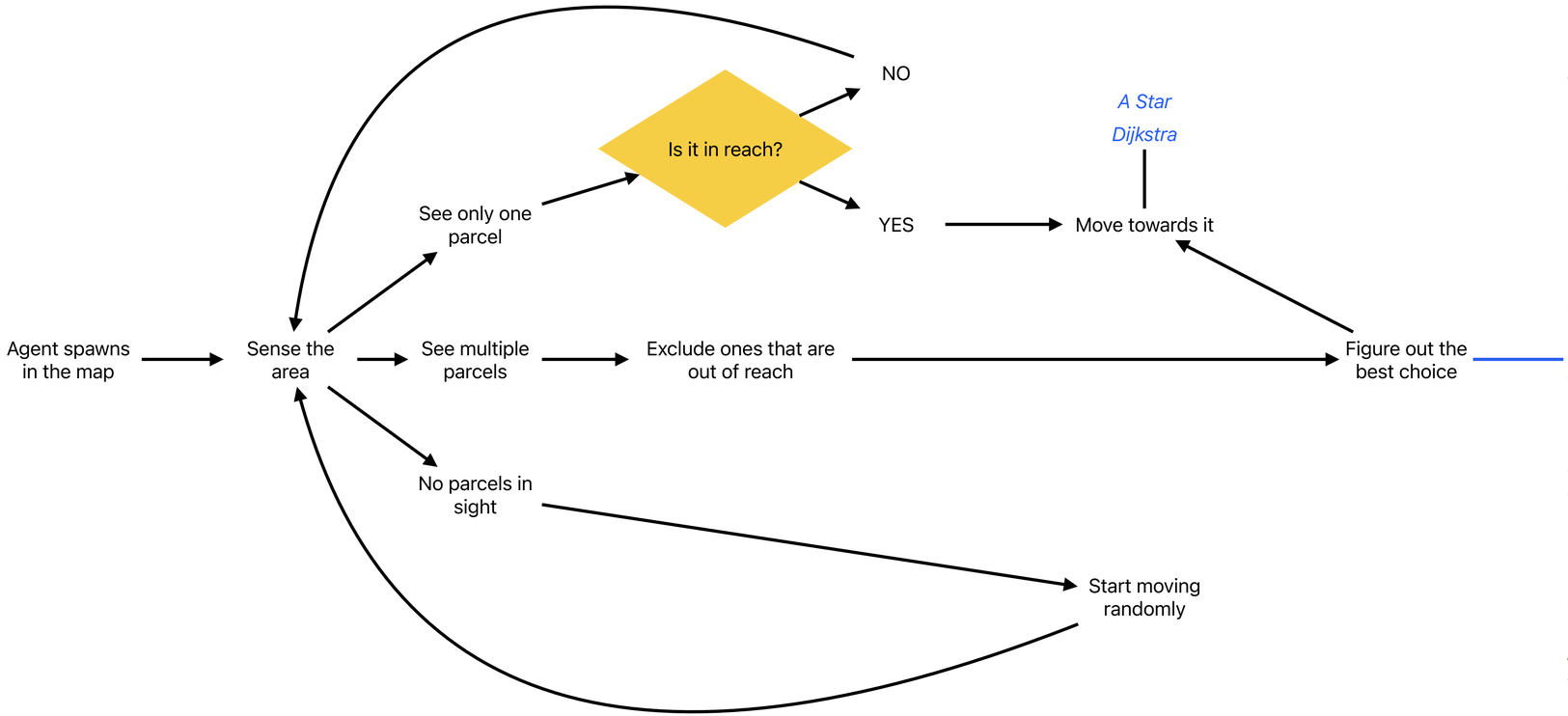
DEFINITIONS:

To be out of reach
The parcel will expire before the agent will be able to pick it up



Nearest parcel first:
Priority to a proximity coefficient and going after the closest parcel

Shortest Remaining Time First:
Calculate the remaining time and get to the parcel that's going to expire first among parcels that can be reached before expiration.

Monte Carlo Tree Search:
MCTS simulates multiple sequences of actions and selects the most promising ones ex-post.

2-Opt Algorithm:
Often used to solve the TSP, it first computes an okay solution and then iteratively makes it more optimised by removing edges from the route and reconnecting them in a different way.

Custom heuristics:
This would need to keep into account timers with decreasing score, chance that a given parcel will be picked up by closer "enemy" agents, parcels' positions with respect to the delivery zone, parcels that have been noticed, but are now out of sight, etc.

Positive weight
+ Move somewhere
+ Weight proportional to a MCTS path
+ TBD

Negative weight
- Deliver a package
- Enemy agents affect weights negatively
- TBD