

ENTELECT
CHALLENGE
2018



BUILD YOUR OWN BOT

SETUP

ENVIRONMENT SETUP

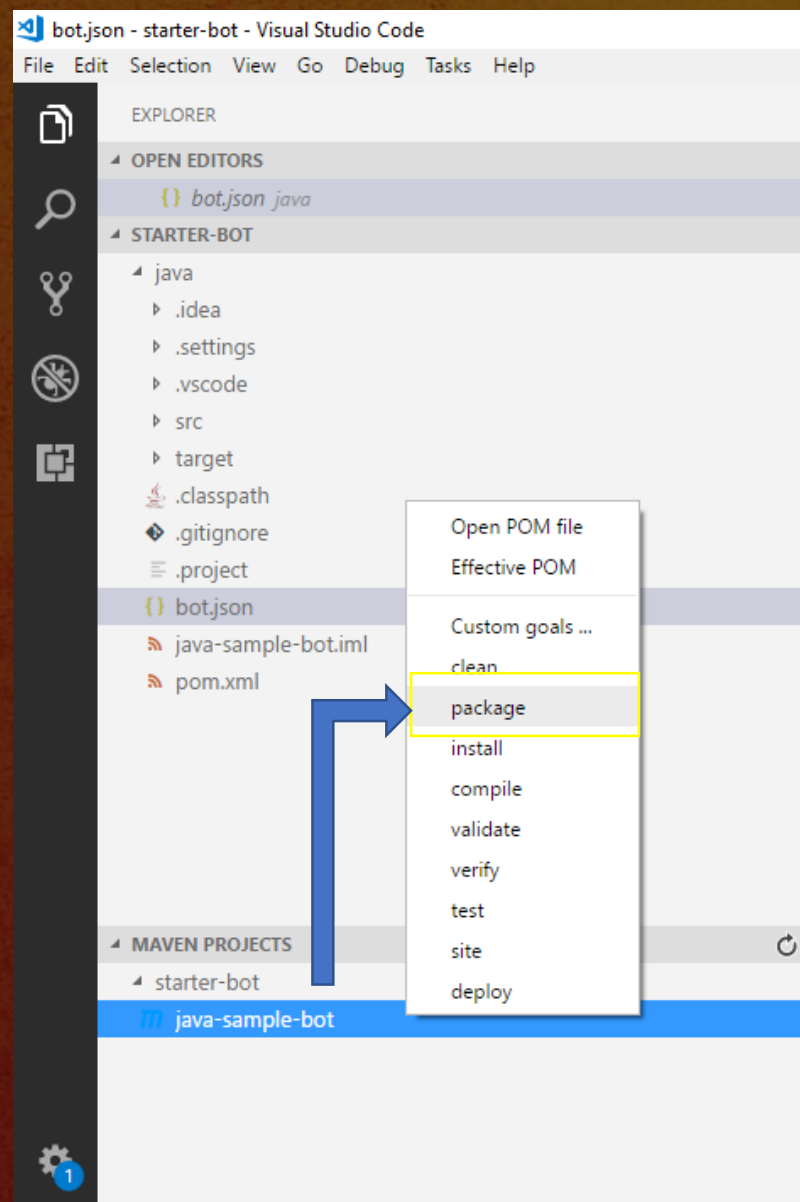
GO TO

<https://github.com/madenem/girl-code>

AND FOLLOW THE SETUP INSTRUCTIONS



PACKAGE YOUR BOT



RUN YOUR FIRST MATCH

Documents > EC 2018 > GirlCode > starter-pack

Name	Date modified	Type	Size
reference-bot	2018/05/10 7:17 AM	File folder	
starter-bot	2018/05/10 7:20 AM	File folder	
config.json	2018/05/11 5:07 PM	JSON File	1 KB
makefile	2018/04/26 10:23 ...	File	1 KB
ReadMe.txt	2018/05/04 8:08 PM	Text Document	7 KB
run.bat	2018/05/04 7:51 PM	Windows Batch File	1 KB
tower-defence-runner-1.1.0.jar	2018/05/04 7:36 PM	Executable Jar File	5 480 KB



RUN YOUR FIRST MATCH

=====

Starting round 0

=====

BotRunner Started.

BotRunner Started.

Error List: []

Player A Health=100, Energy=25, Score=5

Player B Health=100, Energy=5, Score=6

[0 0][1 0][2 0][3 0][3 0][2 0][1 0][0e0]

[0 1][1 1][2 1][3 1][3 1][2 1][1 1][0 1]

[0 2][1 2][2 2][3 2][3 2][2 2][1 2][0 2]

[0 3][1 3][2 3][3 3][3 3][2 3][1 3][0 3]

=====

Starting round 1

=====

BotRunner Started.

BotRunner Started.

Error List: []

Player A Health=100, Energy=30, Score=10

Player B Health=100, Energy=13, Score=14

[0 0][1 0][2 0][3 0][3 0][2 0][1 0][0E0]

[0 1][1 1][2 1][3 1][3 1][2 1][1 1][0 1]

[0 2][1 2][2 2][3 2][3 2][2 2][1 2][0 2]

[0 3][1 3][2 3][3 3][3 3][2 3][1 3][0 3]



RUN YOUR FIRST MATCH

=====

Starting round 3

=====

BotRunner Started.

BotRunner Started.

Error List: []

Player A Health=100, Energy=10, Score=21

Player B Health=100, Energy=9, Score=31

[0 0][1 0][2 0][3a0][3 0][2 0][1 0][0E0]

[0 1][1 1][2 1][3 1][3 1][2 1][1 1][0e1]

[0 2][1 2][2 2][3 2][3 2][2 2][1 2][0 2]

[0 3][1 3][2 3][3 3][3 3][2 3][1 3][0 3]

=====

Starting round 4

=====

BotRunner Started.

BotRunner Started.

Error List: []

Player A Health=100, Energy=15, Score=26

Player B Health=100, Energy=20, Score=42

[0 0][1 0][2 0][3A0][3 >][2 0][1 0][0E0]

[0 1][1 1][2 1][3 1][3 1][2 1][1 1][0E1]

[0 2][1 2][2 2][3 2][3 2][2 2][1 2][0 2]

[0 3][1 3][2 3][3 3][3 3][2 3][1 3][0 3]



CONFIG.JSON

```
{  
  "round-state-output-location": "./tower-defence-matches",  
  "max-runtime-ms": 2000,  
  "player-a": "./reference-bot/java",  
  "player-b": "./reference-bot/java"  
}
```



CONFIG.JSON

ROUND-STATE-OUTPUT-LOCATION: WHERE YOU WANT THE MATCH LOGS TO BE SAVED

```
{  
  "round-state-output-location": "./tower-defence-matches",  
  "max-runtime-ms": 2000,  
  "player-a": "./reference-bot/java",  
  "player-b": "./reference-bot/java"  
}
```



CONFIG.JSON

MAX-RUNTIME-MS: THE AMOUNT OF MILLISECONDS THAT YOUR BOT IS ALLOWED TO RUN BEFORE MAKING ITS COMMAND EACH ROUND.

```
{  
  "round-state-output-location": "./tower-defence-matches",  
  "max-runtime-ms": 2000,  
  "player-a": "./reference-bot/java",  
  "player-b": "./reference-bot/java"  
}
```



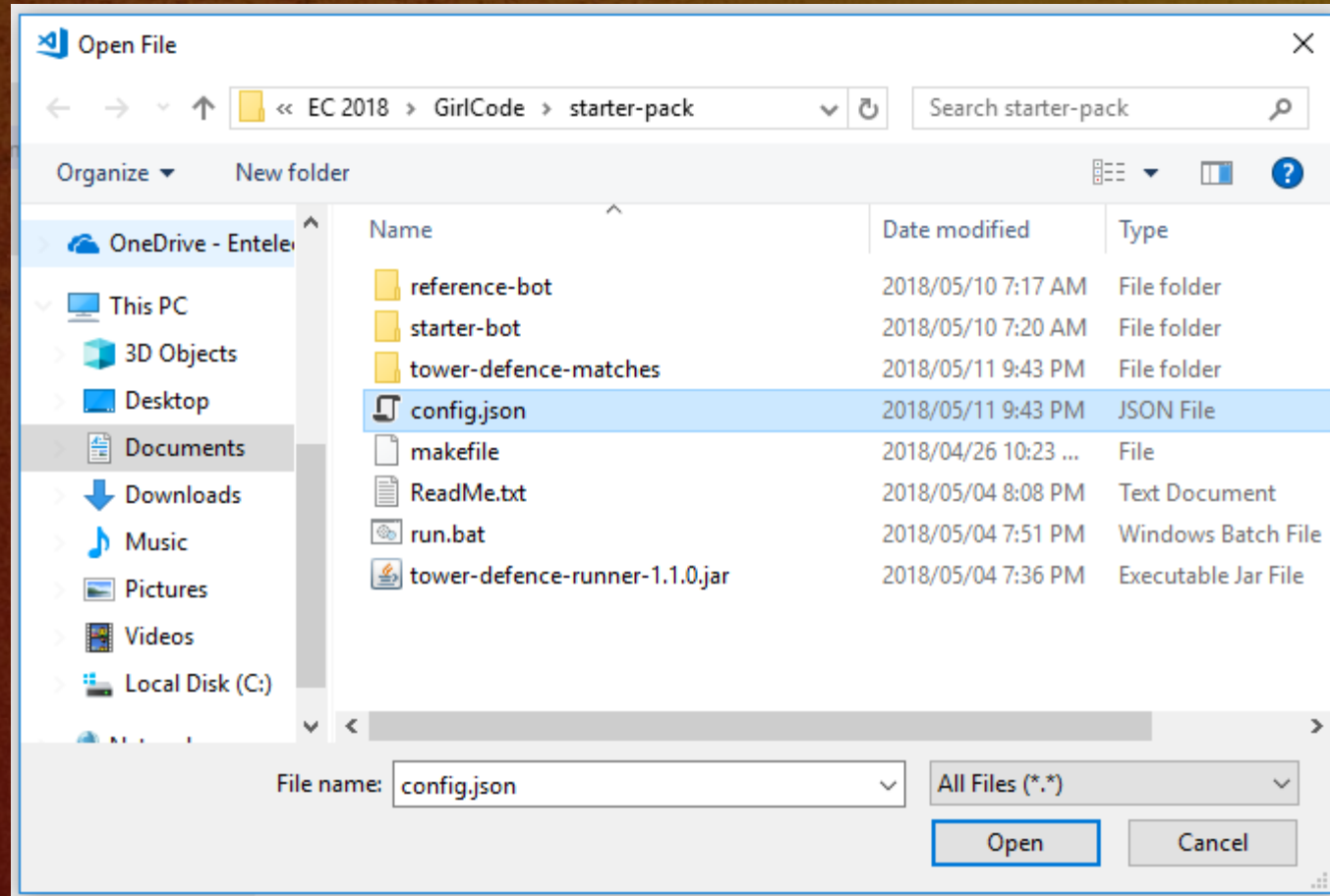
CONFIG.JSON

PLAYER-A & PLAYER-B: THE LOCATION OF EACH PLAYER'S BOT FILE

```
{  
  "round-state-output-location": "./tower-defence-matches",  
  "max-runtime-ms": 2000,  
  "player-a": "./reference-bot/java",  
  "player-b": "./reference-bot/java"  
}
```



CHANGE GAME CONFIG



CHANGE GAME CONFIG

UPDATE **PLAYER A** TO BE THE **STARTER BOT**

```
{  
  "round-state-output-location": "./tower-defence-matches",  
  "max-runtime-ms": 2000,  
  "player-a": "./reference-bot/java",  
  "player-b": "./reference-bot/java"  
}
```



```
"player-a": "./starter-bot/java"
```

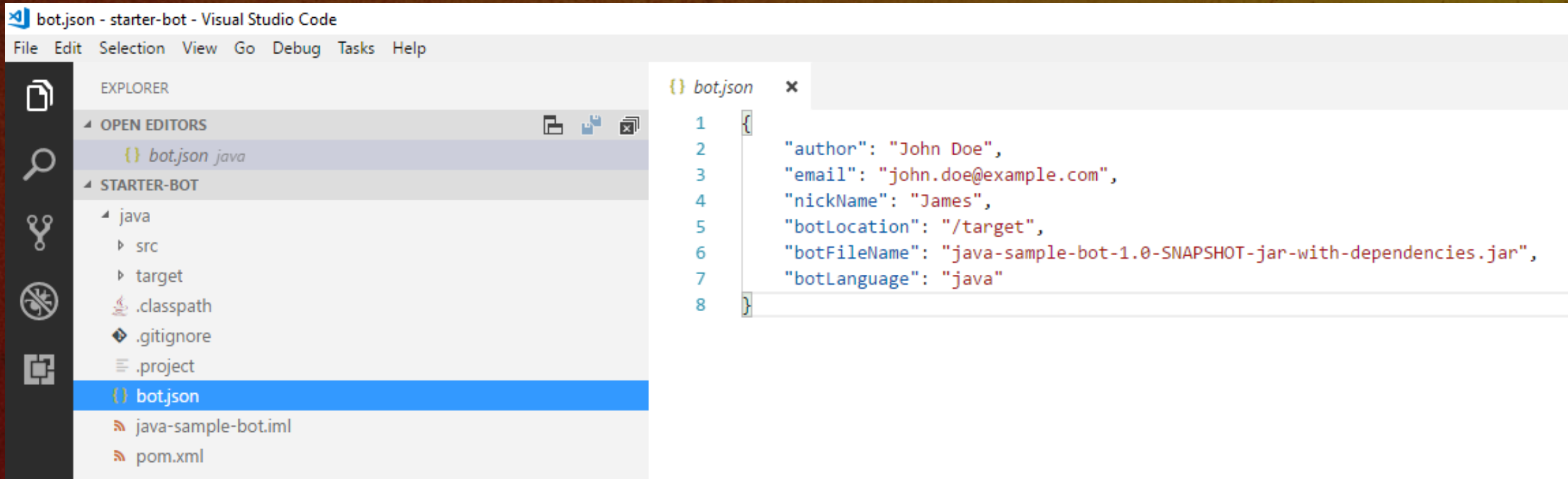


BOT.JSON

```
{  
  "author": "John Doe",  
  "email": "john.doe@example.com",  
  "nickName": "James",  
  "botLocation": "/target",  
  "botFileName": "java-sample-bot-1.0-SNAPSHOT-jar-with-dependencies.jar",  
  "botLanguage": "java"  
}
```



BOT.JSON



MODIFY BOT.JSON

UPDATE THE BOT.JSON WITH YOUR OWN NAME AND EMAIL AND GIVE YOUR BOT A NICKNAME.

```
{  
  "author": "John Doe",  
  "email": "john.doe@example.com",  
  "nickName": "James",  
  "botLocation": "/target",  
  "botFileName": "java-sample-bot-1.0-SNAPSHOT-jar-with-dependencies.jar",  
  "botLanguage": "java"  
}
```

