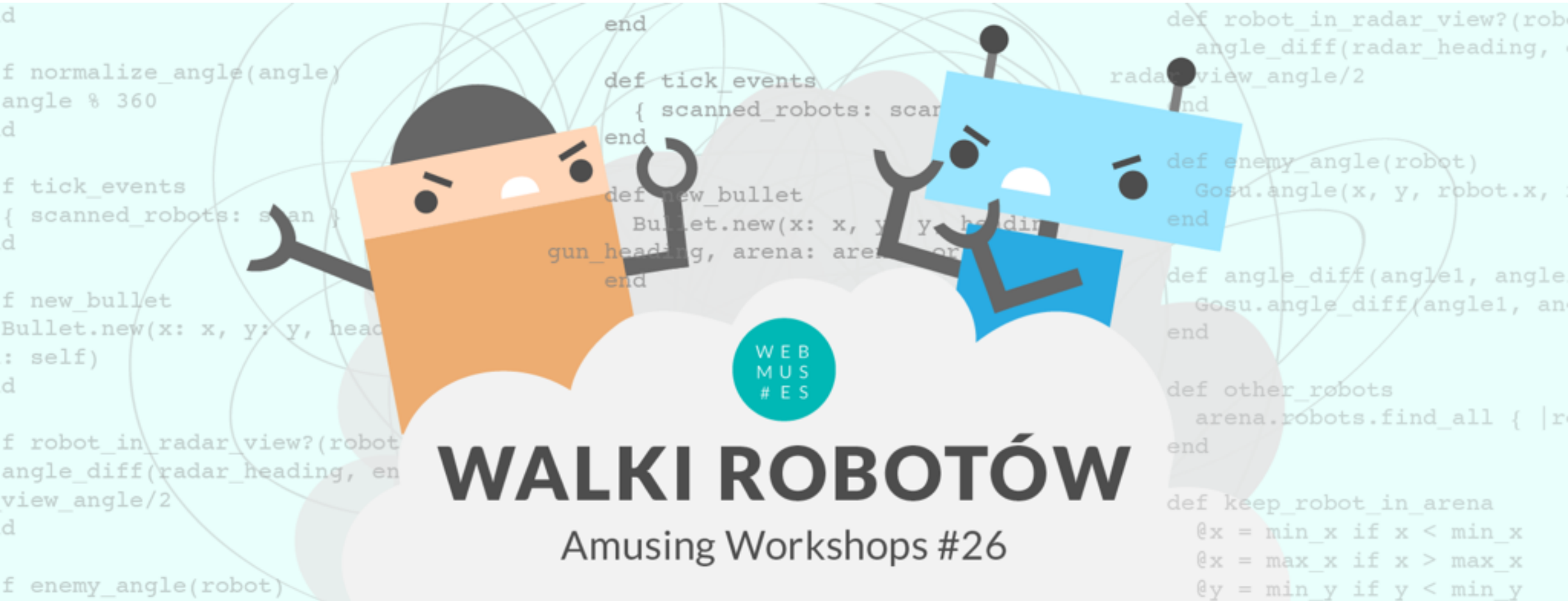
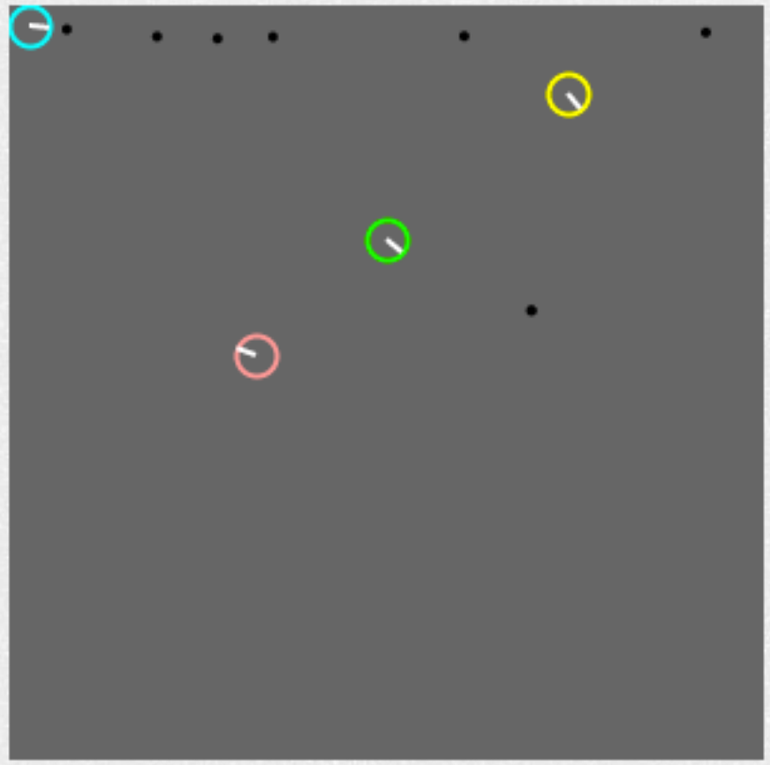

WEB
MUS
#ES
WALKI ROBOTÓW
Amusing Workshops #26

http://webmuses-robowar.herokuapp.com/

Arena

Chronon: 15



Camper

sognat

jazz

majakenobi

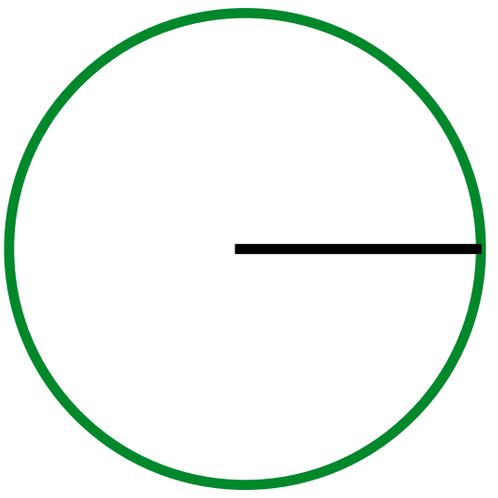
BrainCrusher

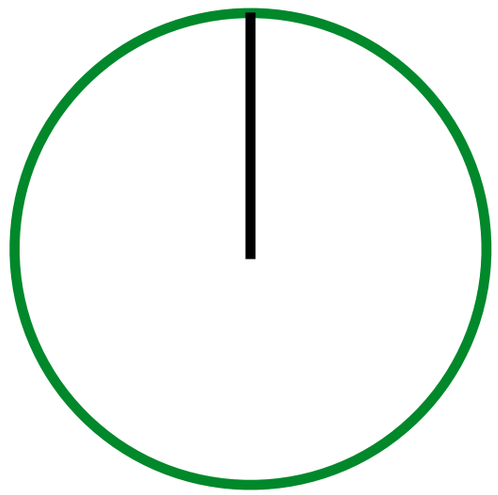
MonikaSt

run

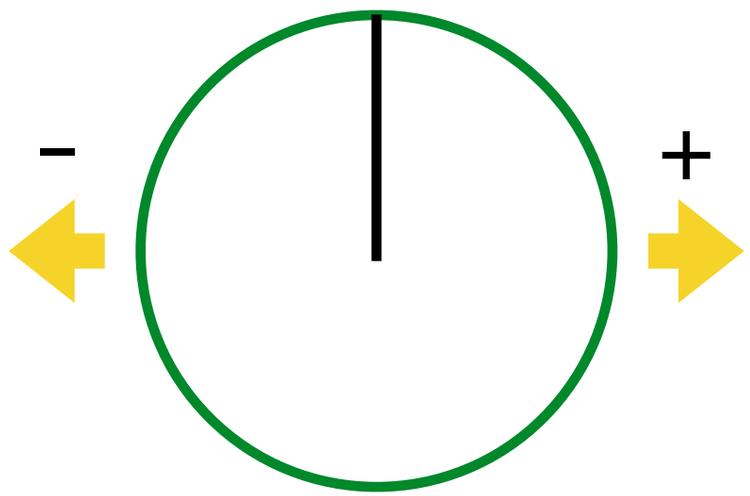
piotr123

Robot

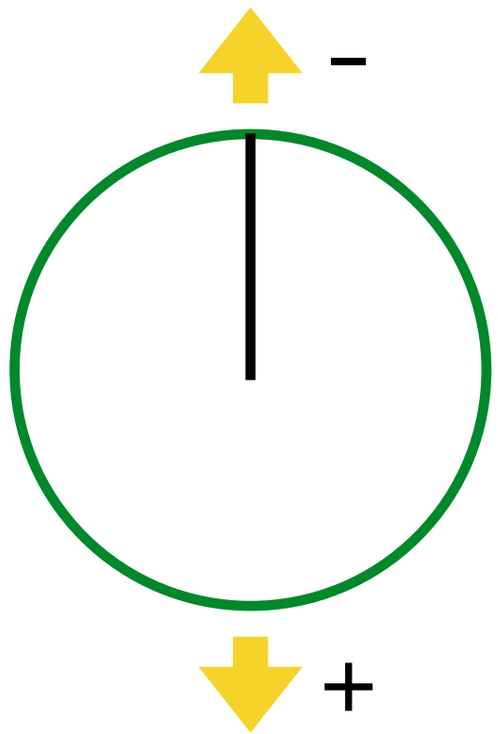




x
y
speedx
speedy
aim
fire
range



speedx
speedy
aim
fire

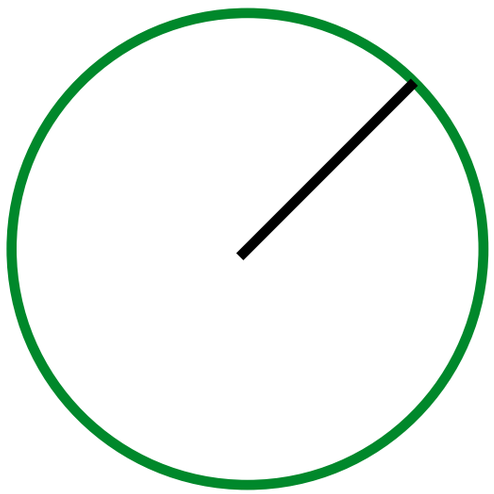


speedx

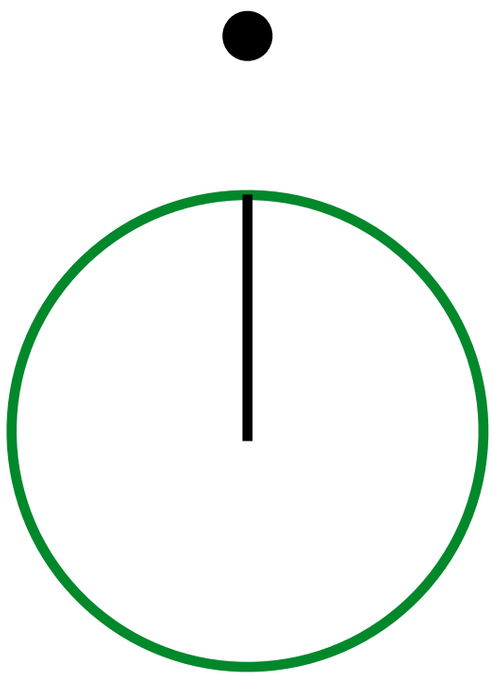
speedy

aim

fire



speedx
speedy
aim
fire



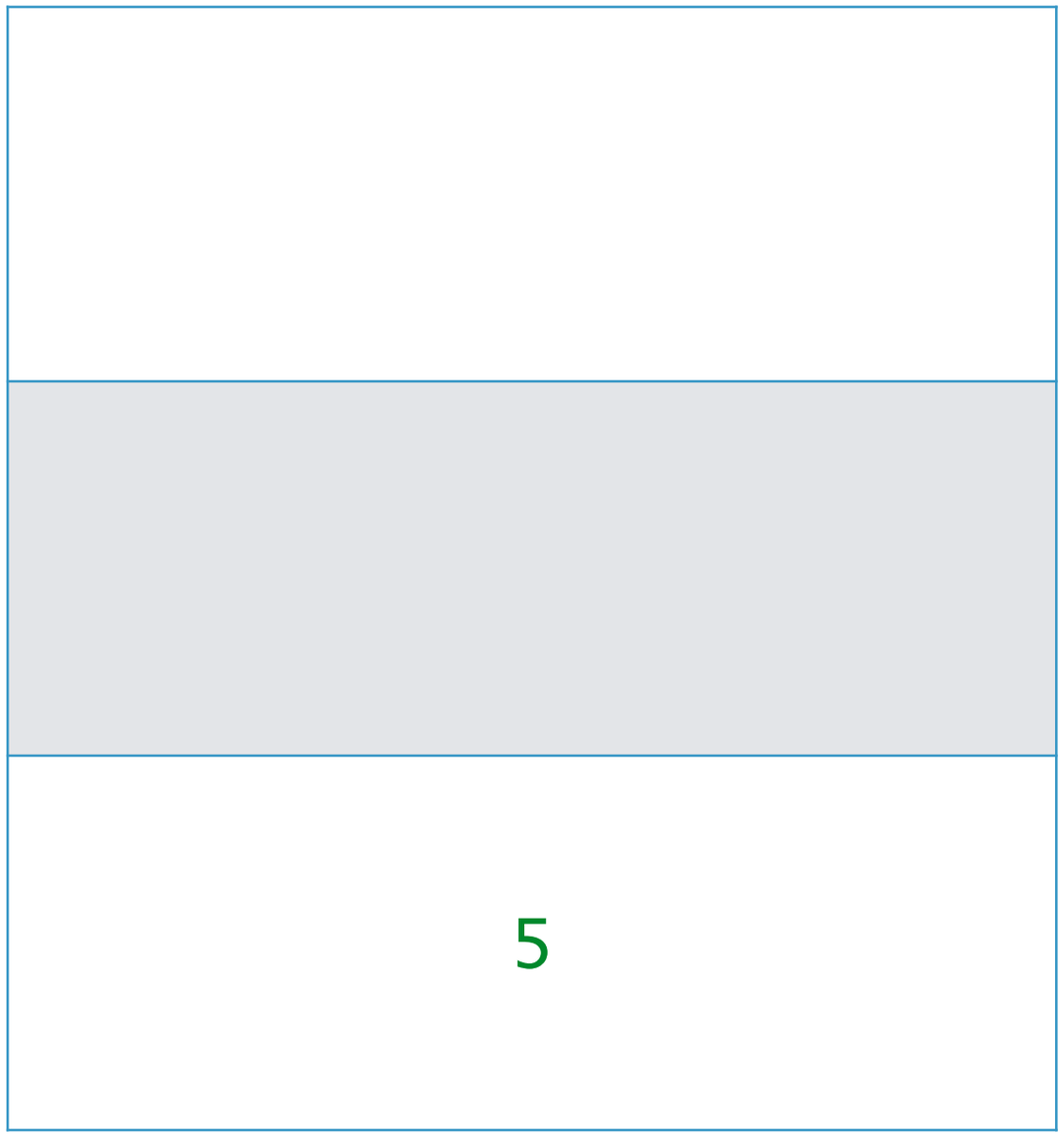
speedx
speedy
aim
fire

RoboTalk

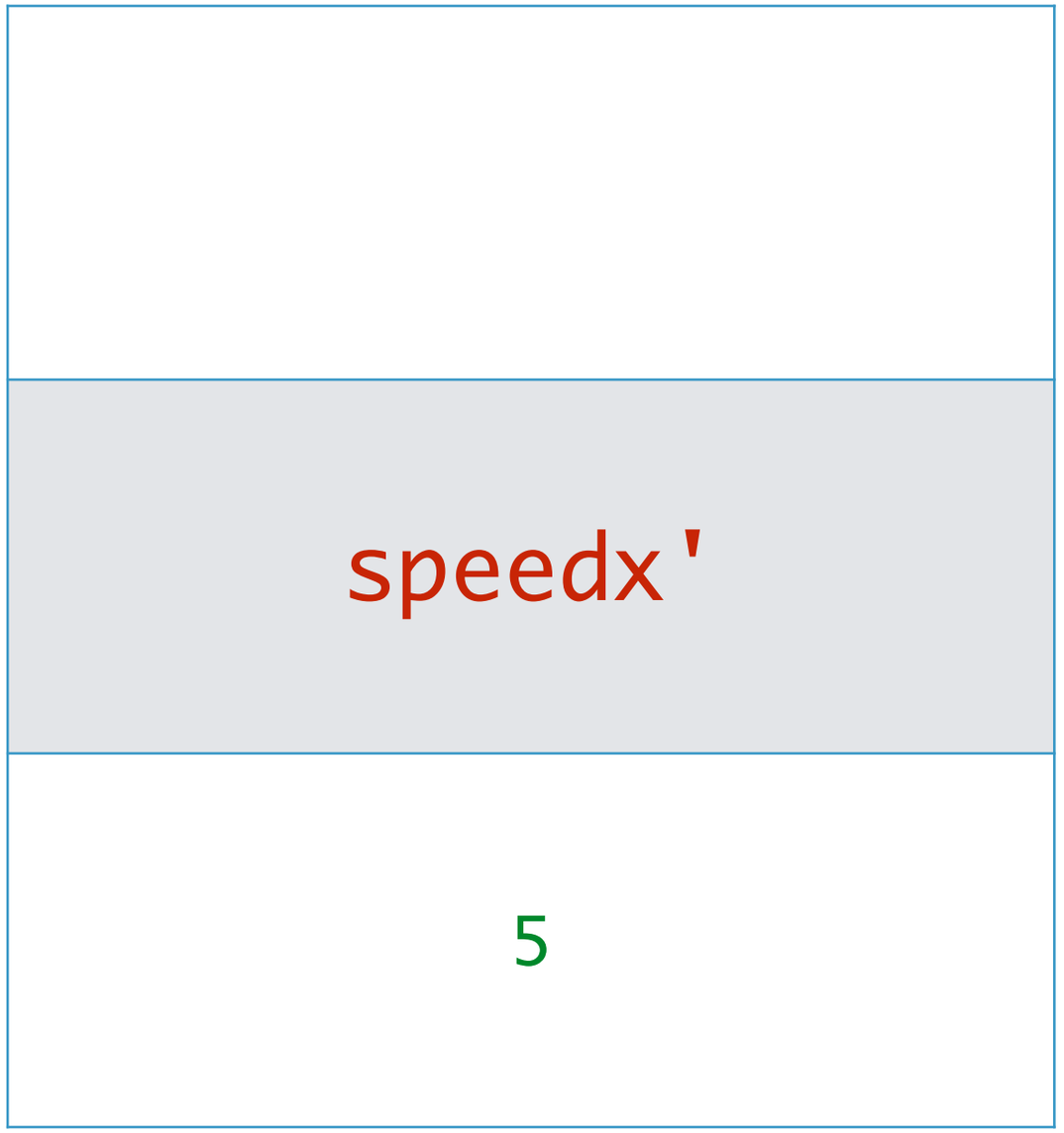
Set speed along x axis to 5

```
5 speedx' store
```

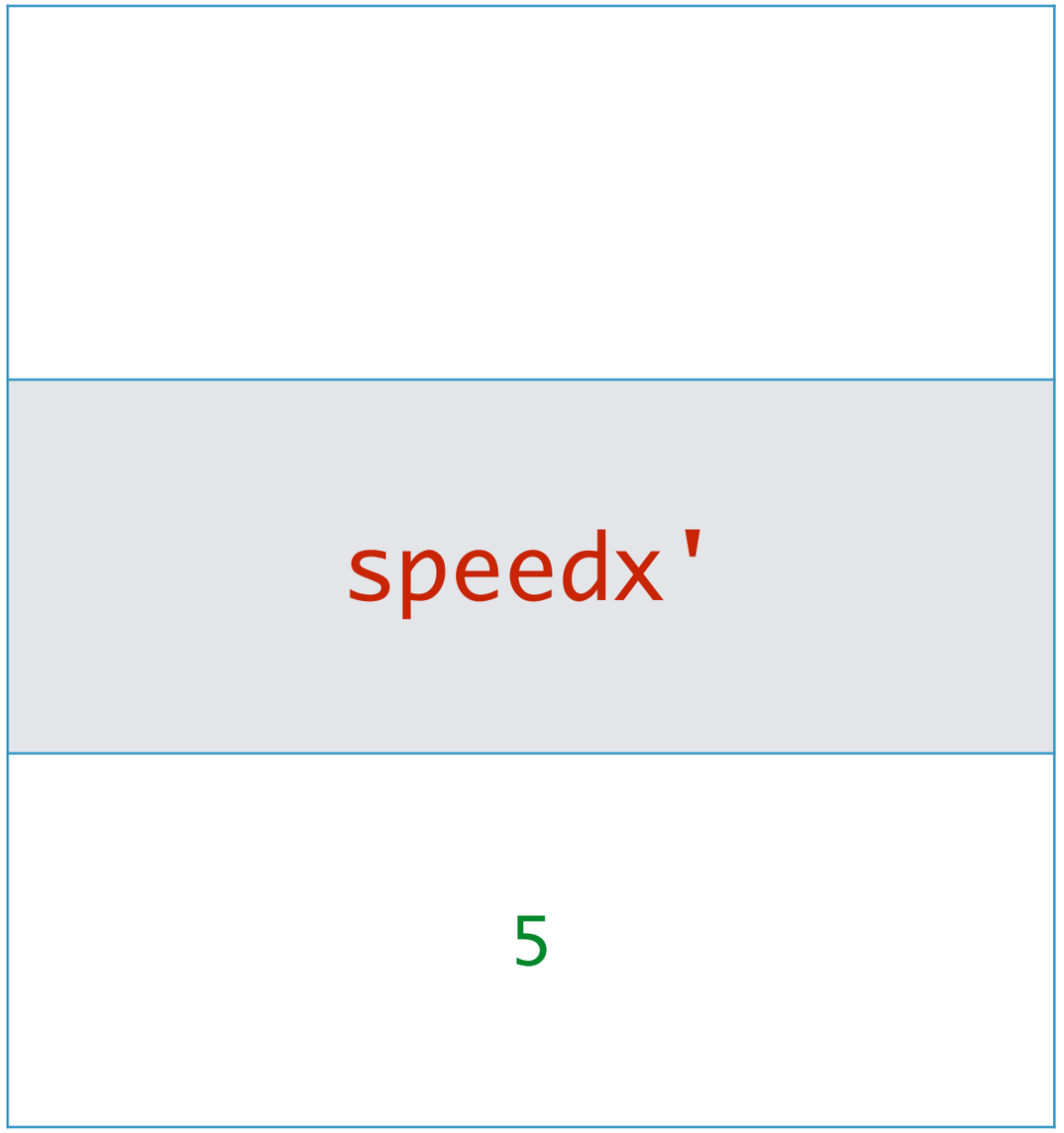
```
5 speedx' store
```

```
5 speedx' store
```

```
5 speedx' store
```



Fire with 20 energy points

```
20 fire' store
```

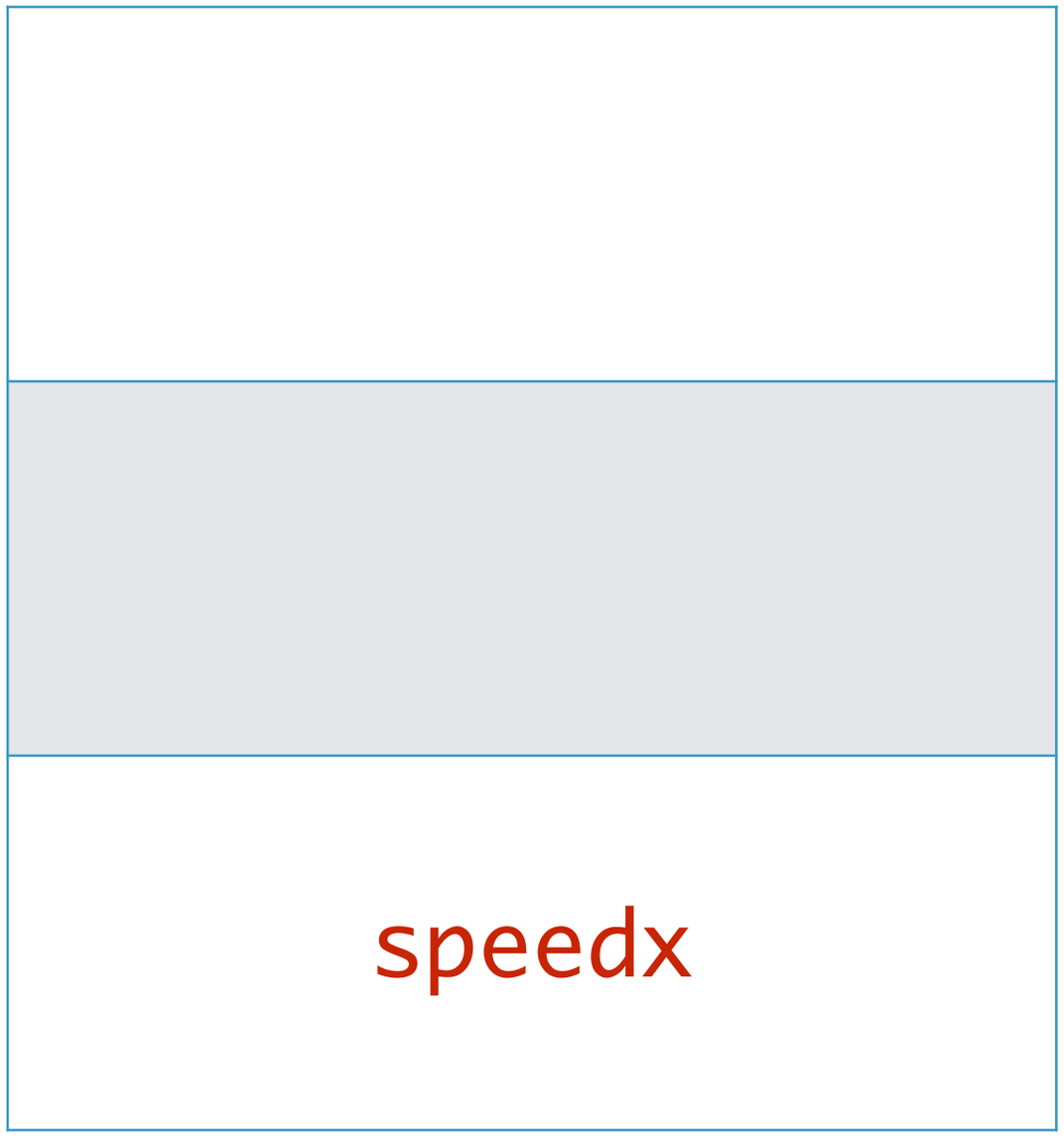
Aim at 45 degrees

```
45 aim' store
```

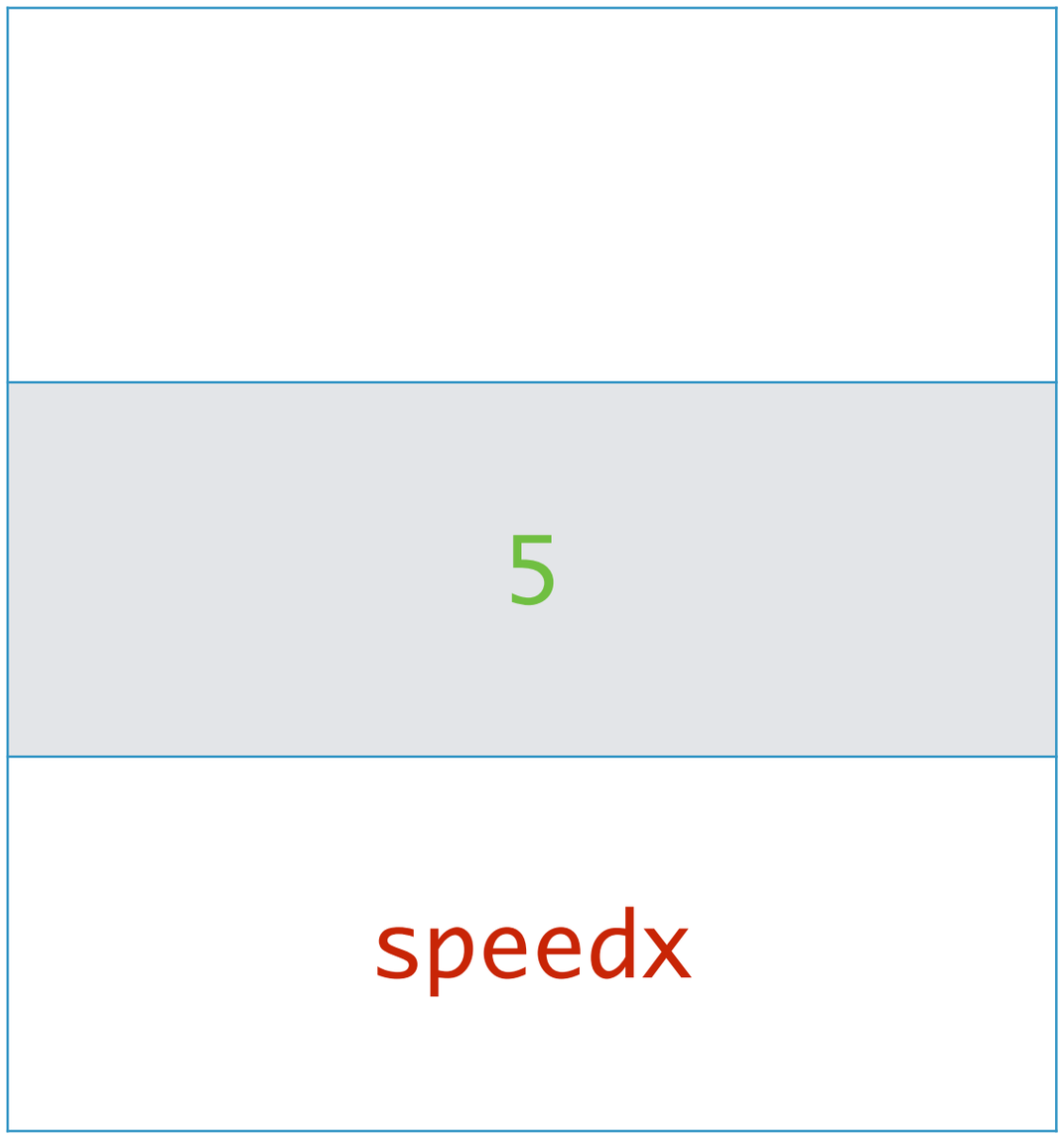
Increase speed along x axis by 5

```
speedx 5 + speedx' store
```

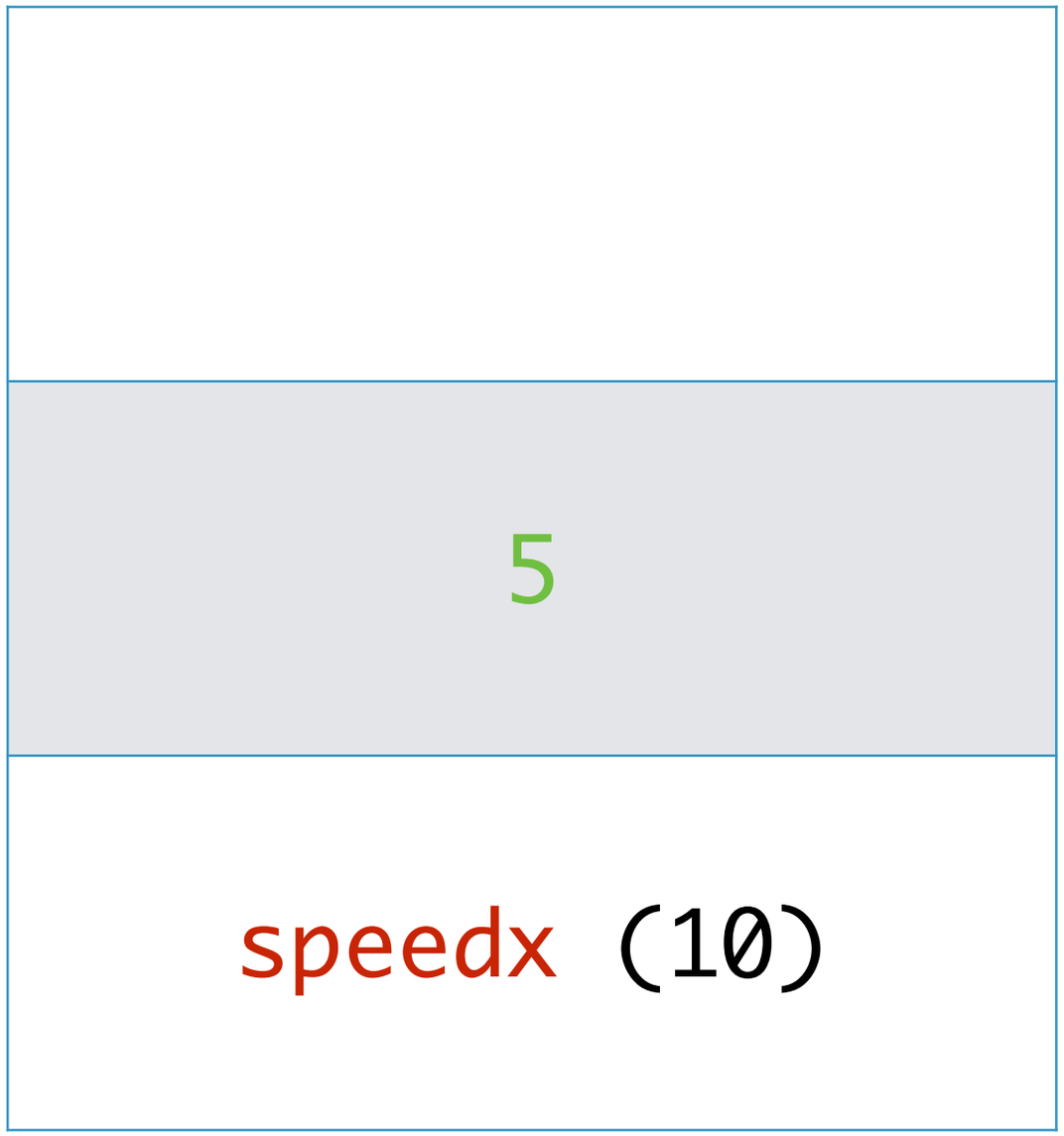
```
speedx 5 + speedx' store
```

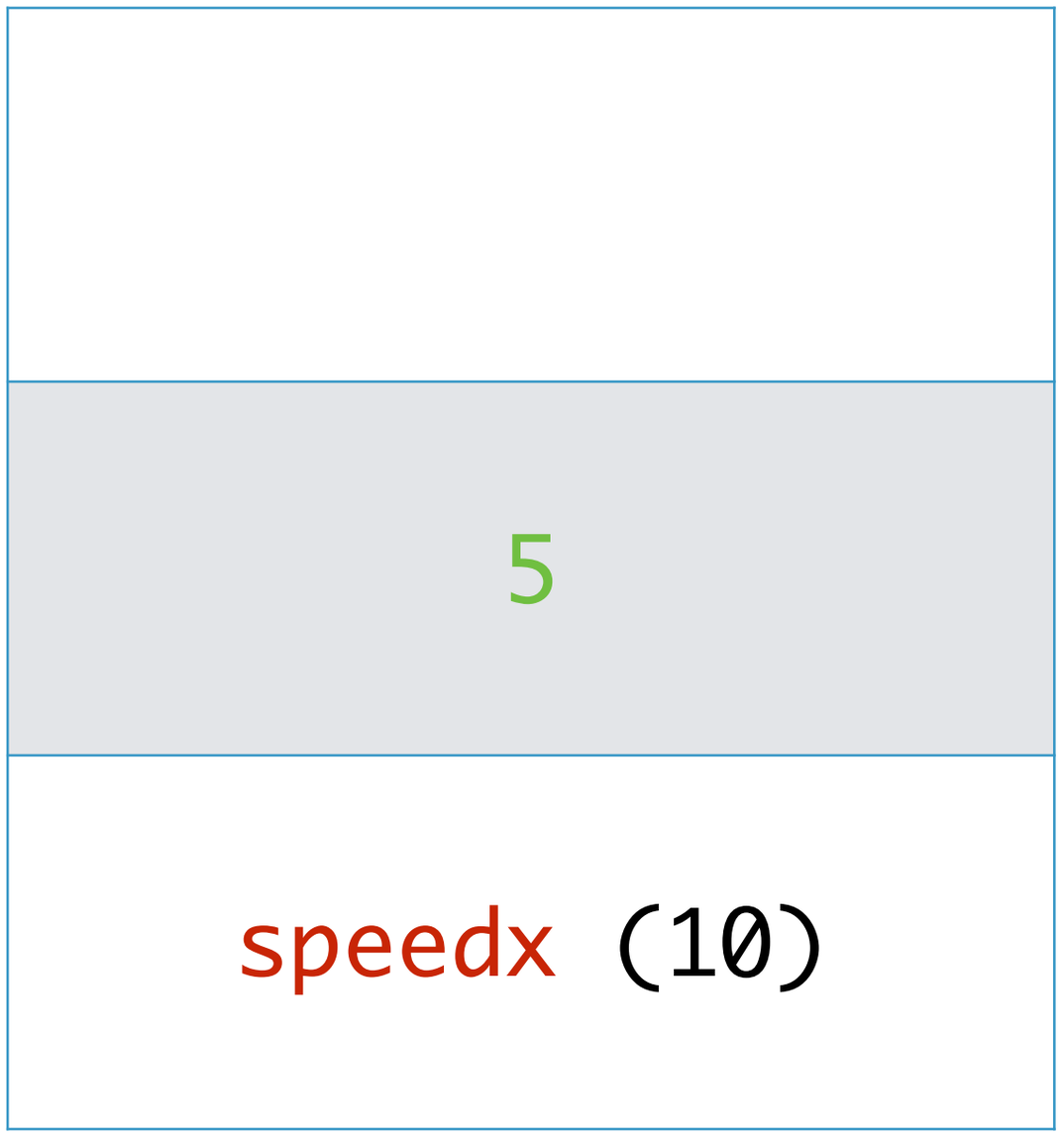
```
speedx 5 + speedx' store
```

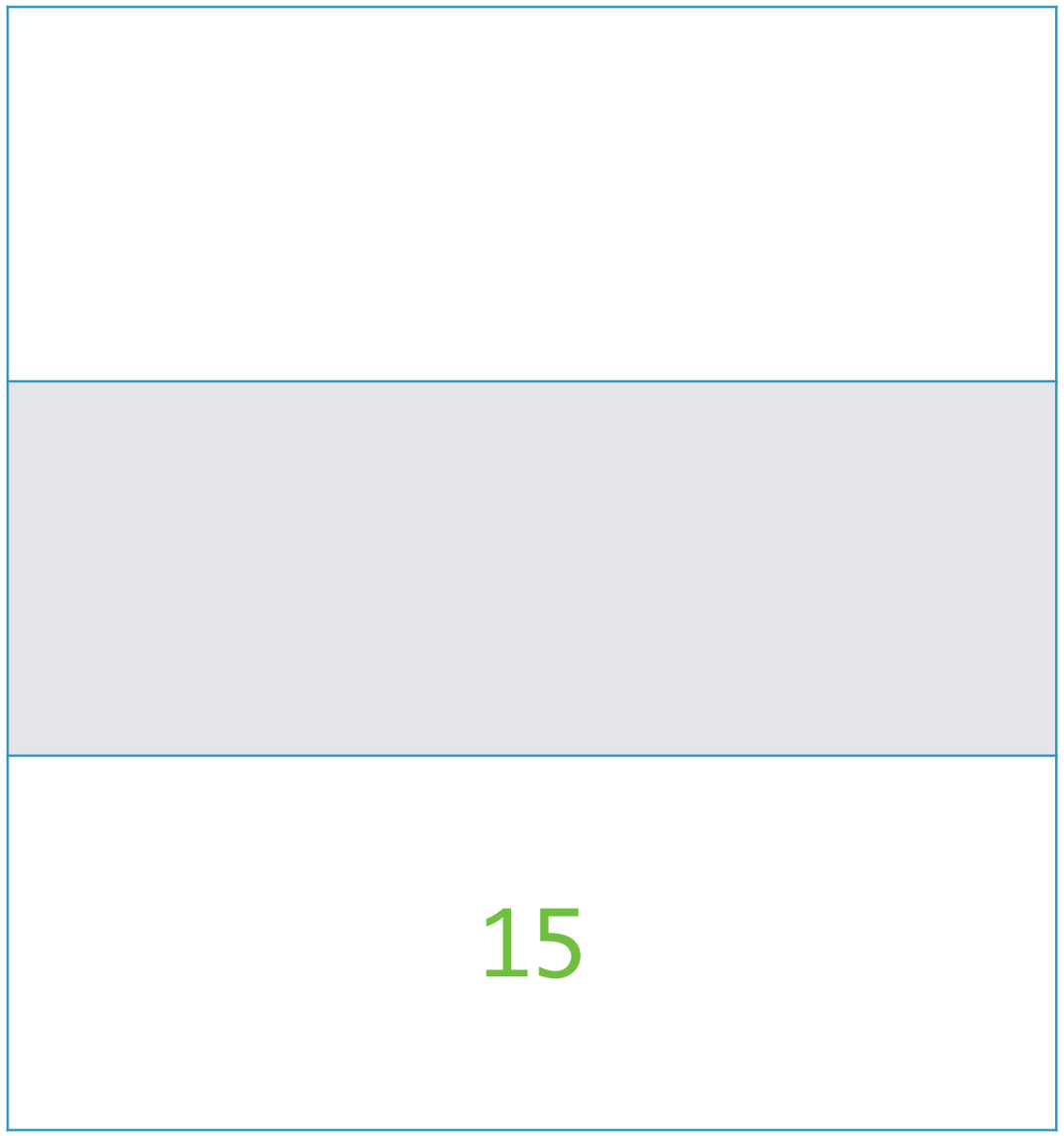
```
speedx 5 + speedx' store
```

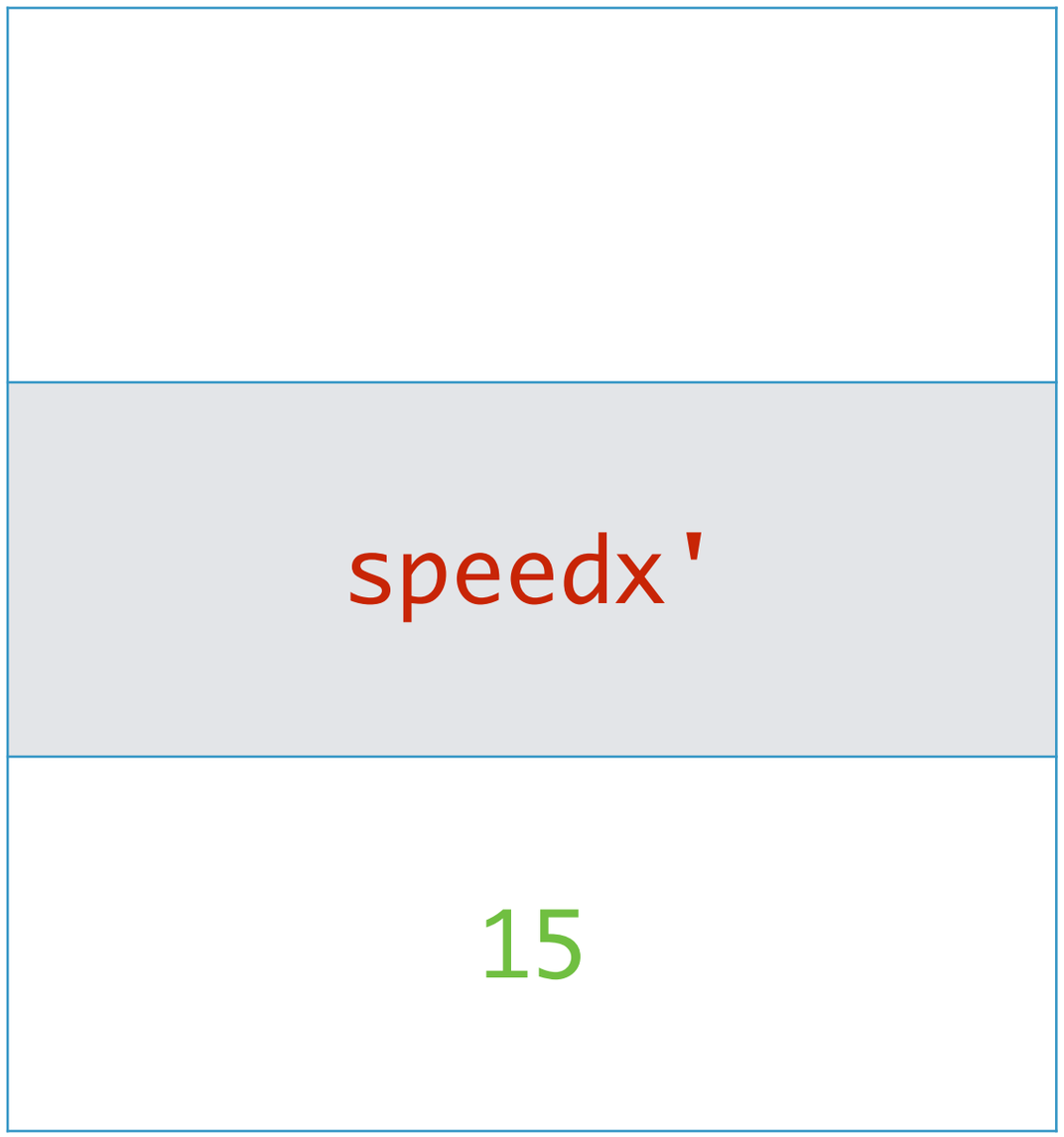
```
speedx 5 + speedx' store
```

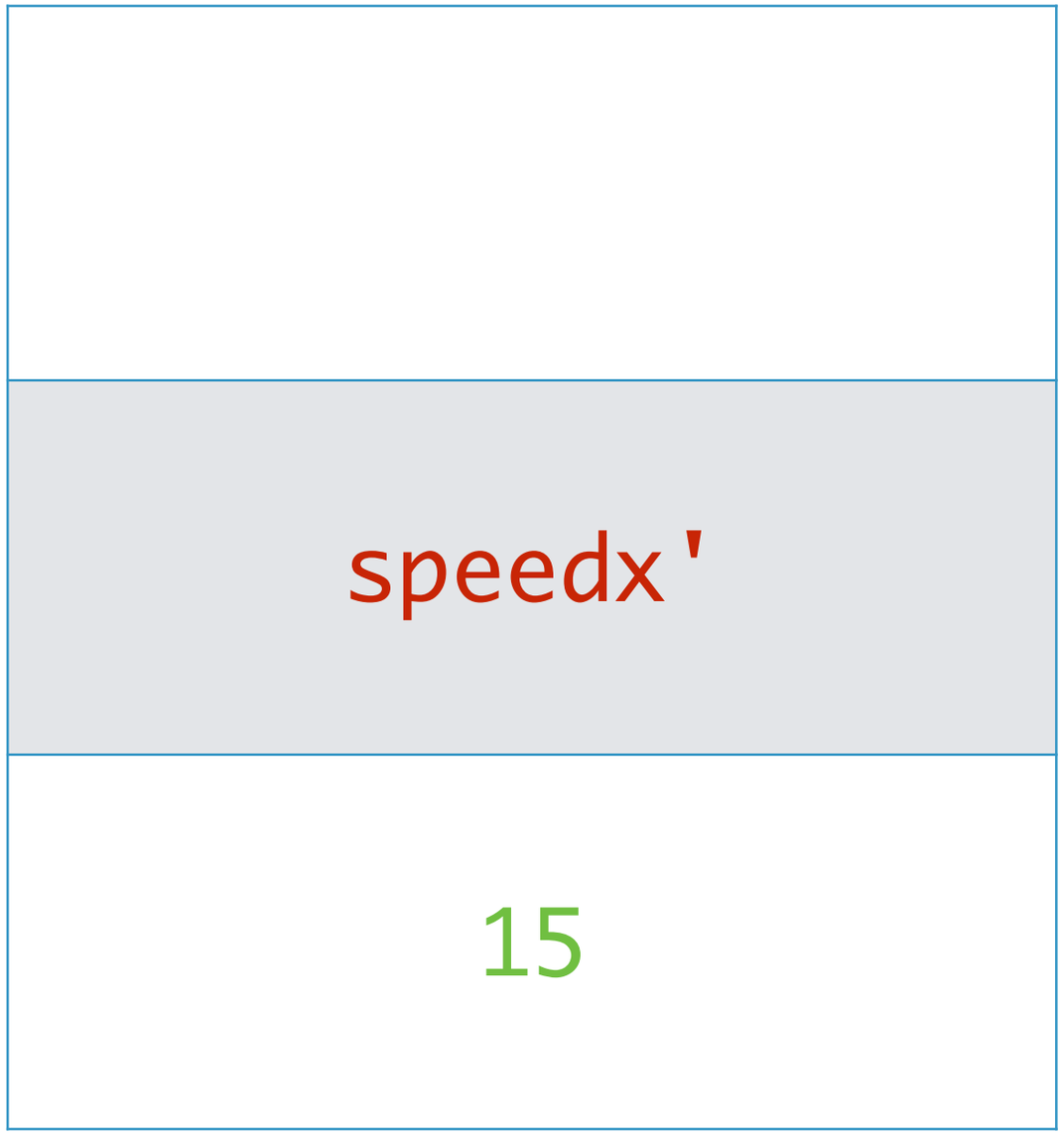
```
speedx 5 + speedx' store
```



```
speedx 5 + speedx' store
```

```
speedx 5 + speedx' store
```



Chronons

Chronon: 1

```
5 speedx' store
20 fire' store
```

Chronon: 2

```
5 speedx' store
20 fire' store
```

Chronon: 3

```
5 speedx' store
20 fire' store
?
```

;(

Chronon: 1

```
90 aim' store
main:
aim 5 + aim' store
20 fire' store
jump main
```

Chronon: 2

```
90 aim' store
main:
aim 5 + aim' store
20 fire' store
jump main
```

Chronon: 3

```
90 aim' store
main:
aim 5 + aim' store
20 fire' store
jump main
```

Chronon: 4

```
90 aim' store
main:
    aim 5 + aim' store
    20 fire' store
    jump main
```

Chronon: 5

```
90 aim' store
main:
aim 5 + aim' store
20 fire' store
jump main
```

Chronon: 6

?

```
90 aim' store
main:
aim 5 + aim' store
20 fire' store
jump main
```

Chronon: 6

```
90 aim' store
main:
aim 5 + aim' store
20 fire' store
jump main
```

Chronon: 7

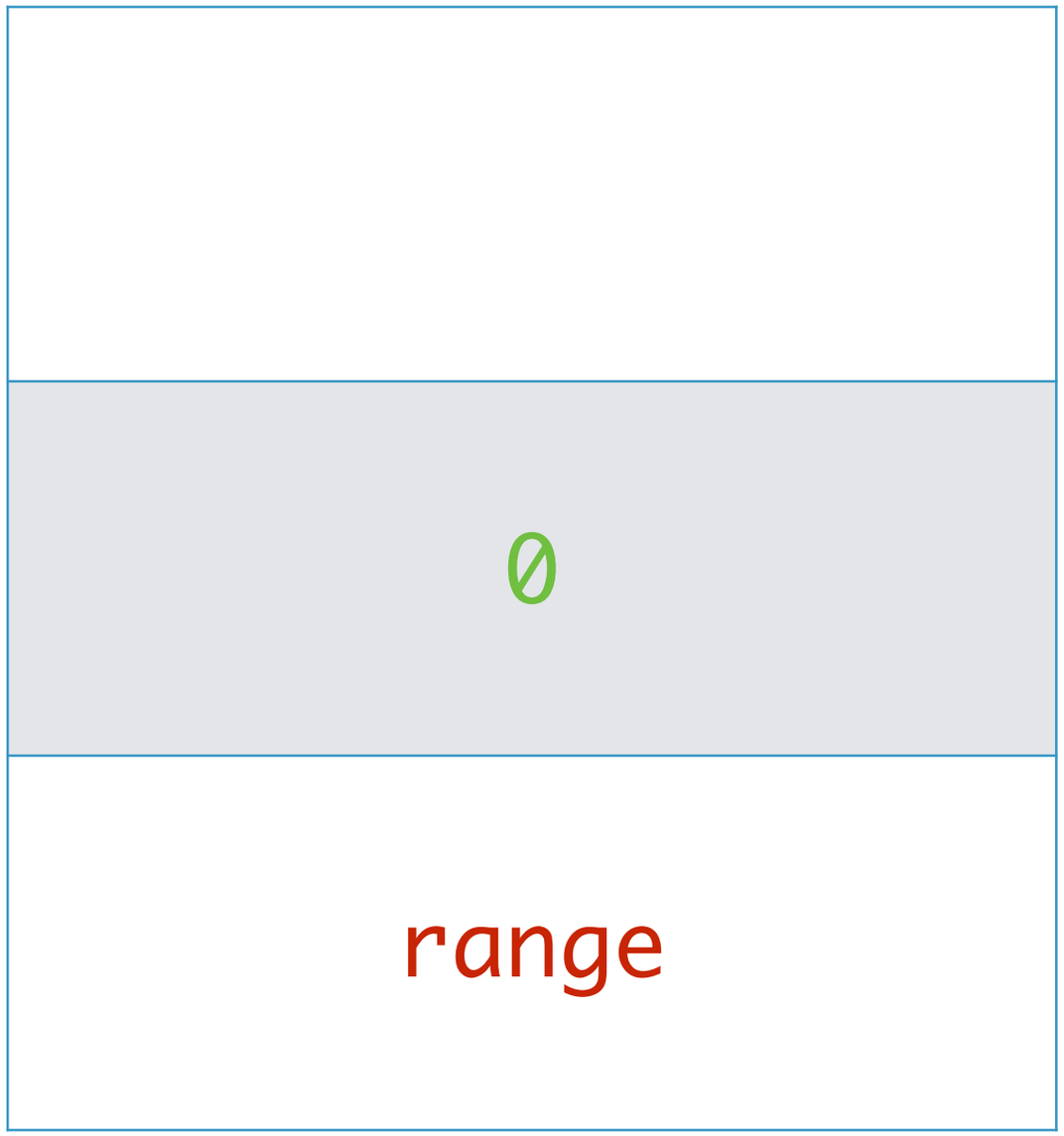
```
90 aim' store
main:
aim 5 + aim' store
20 fire' store
jump main
```

Conditionals

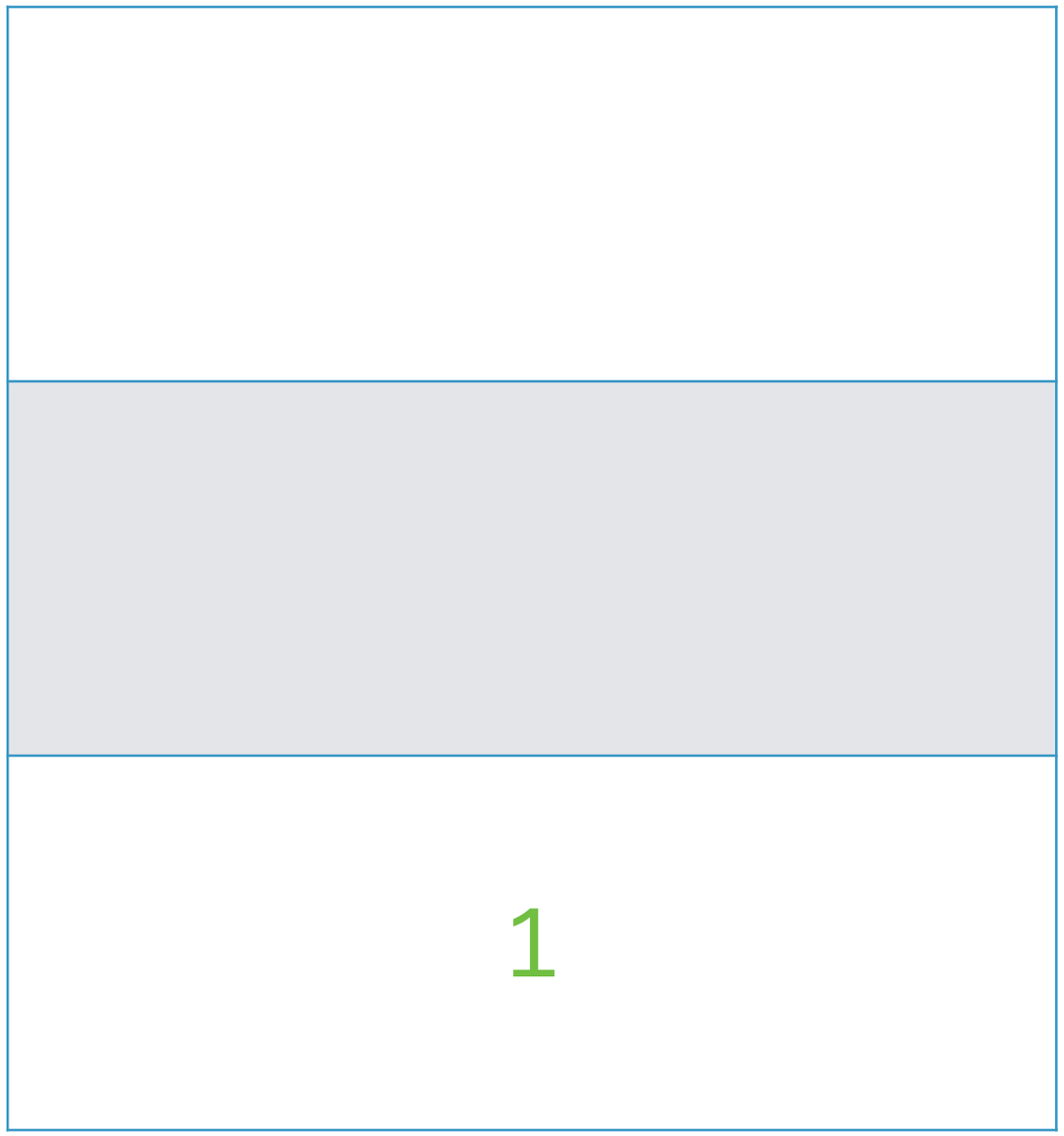
```
Main:
   aim 5 + aim' store
   range 0 > Shoot if
   Main jump

Shoot:
   20 fire' store
   return
```

```
range 0 > Shoot if
```

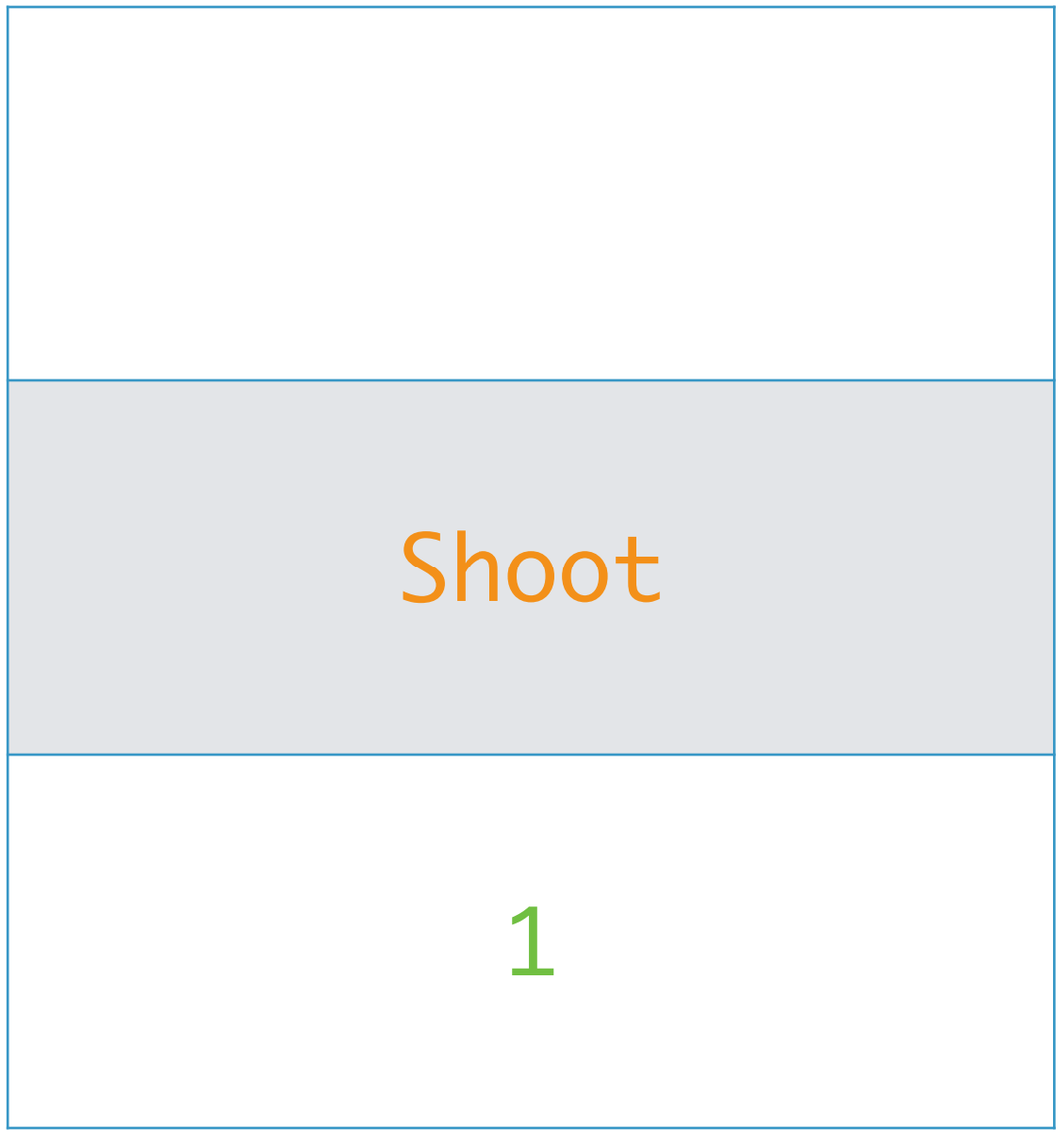
```
range 0 > Shoot if
```



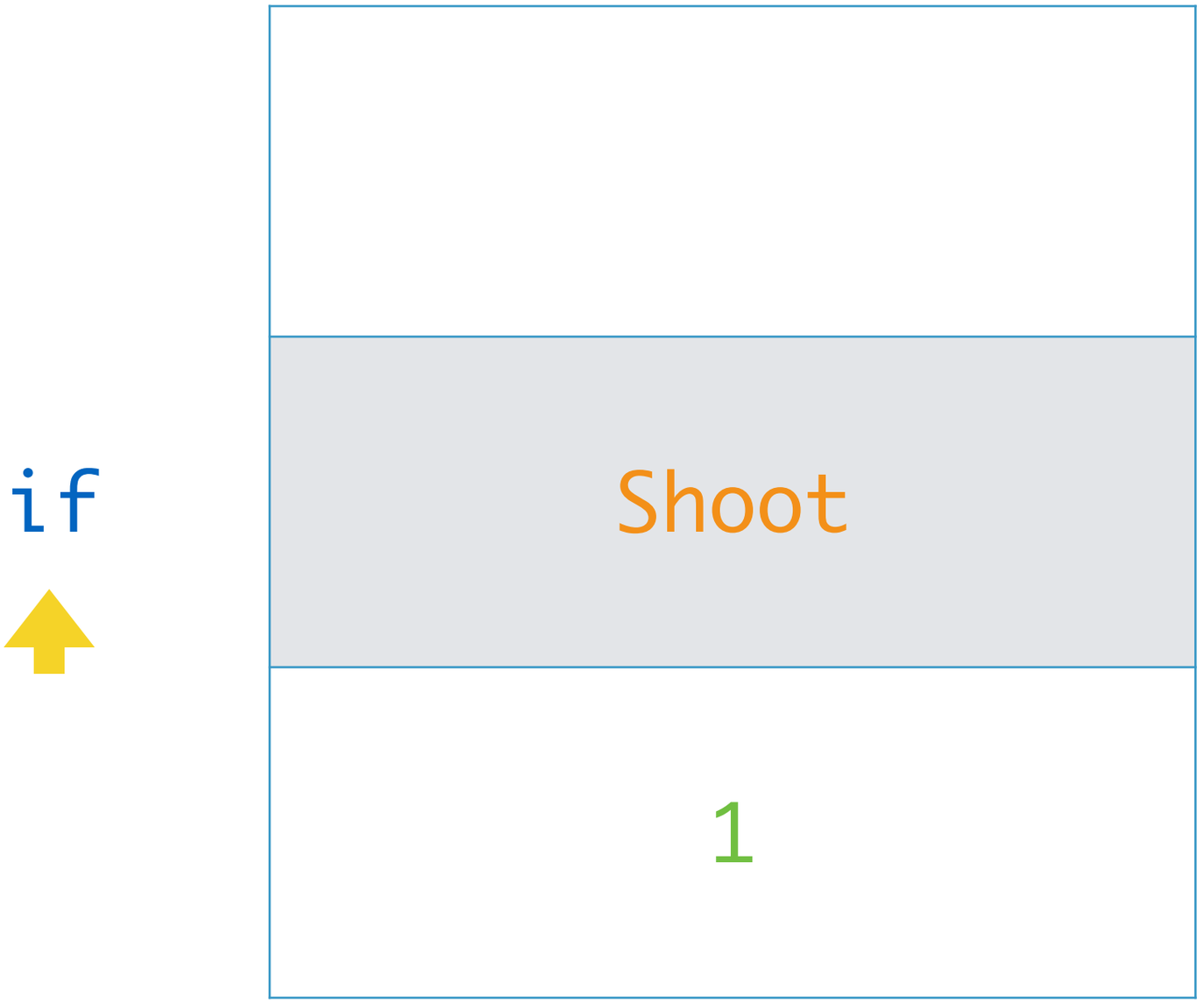
```
range 0 > Shoot if
```



```
range 0 > Shoot if
```



```
range 0 > Shoot if
```



```
Main:
   aim 5 + aim' store
   range 0 > Shoot if
   Main jump

Shoot:
   20 fire' store
   return
```

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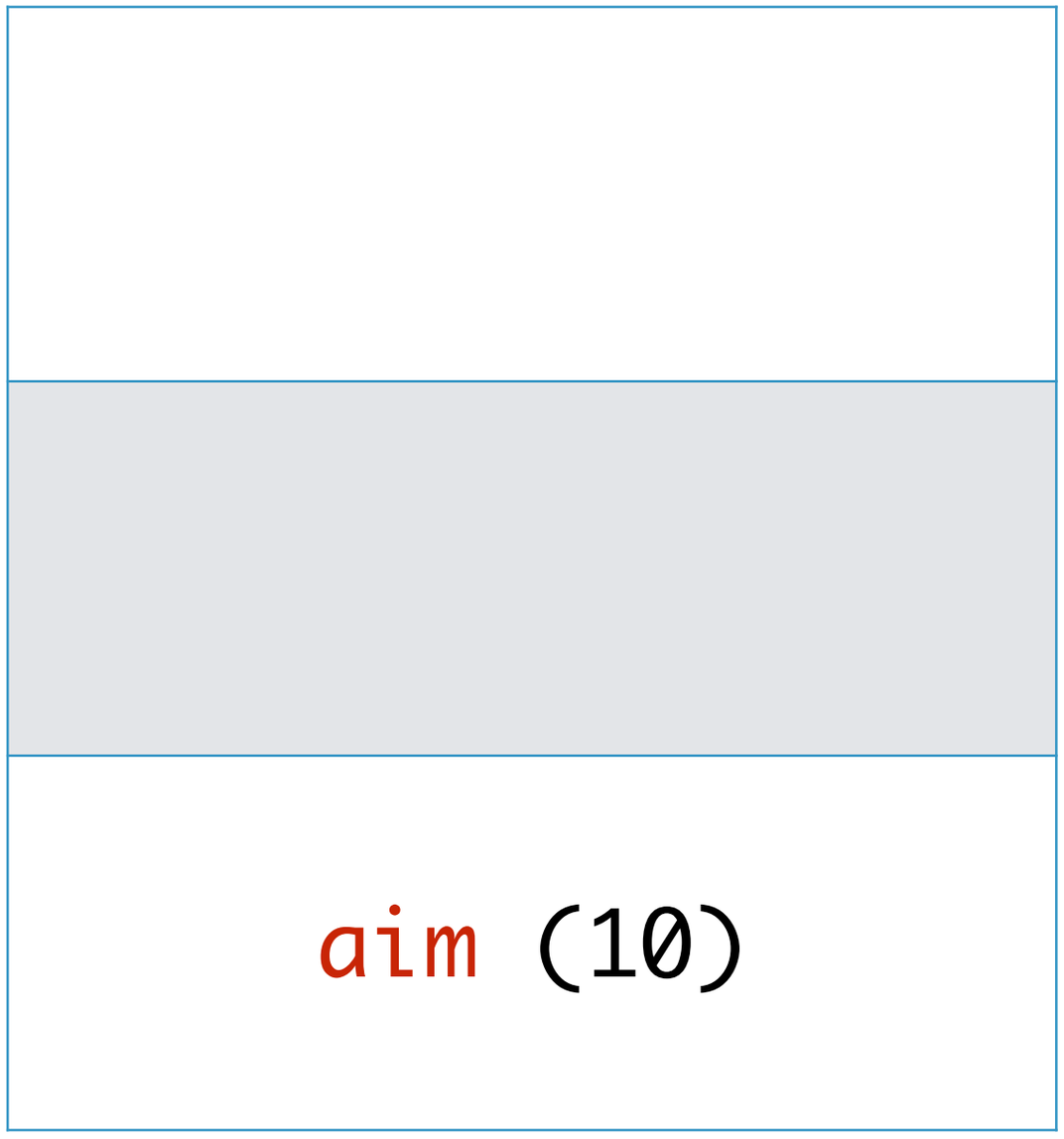

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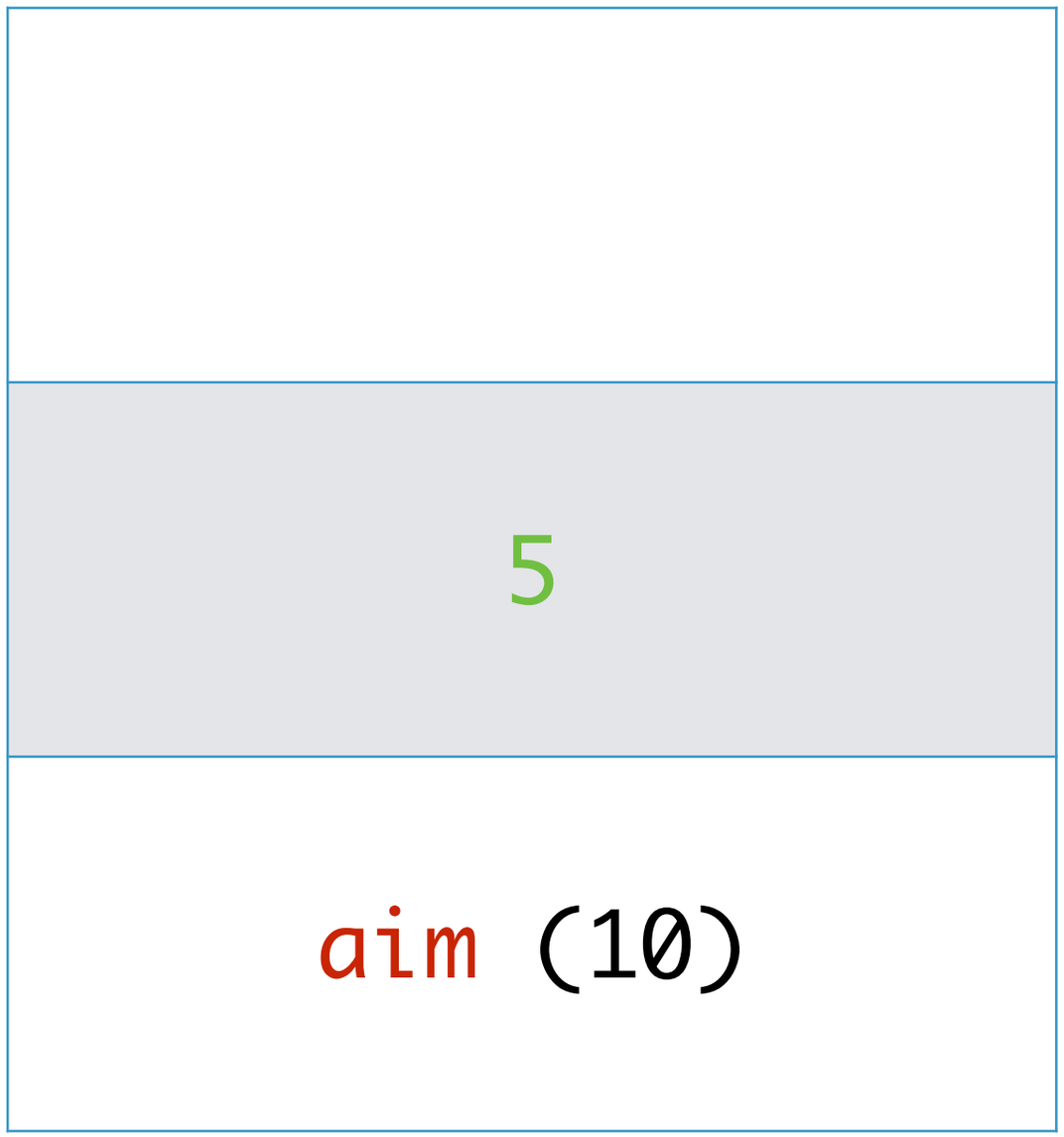

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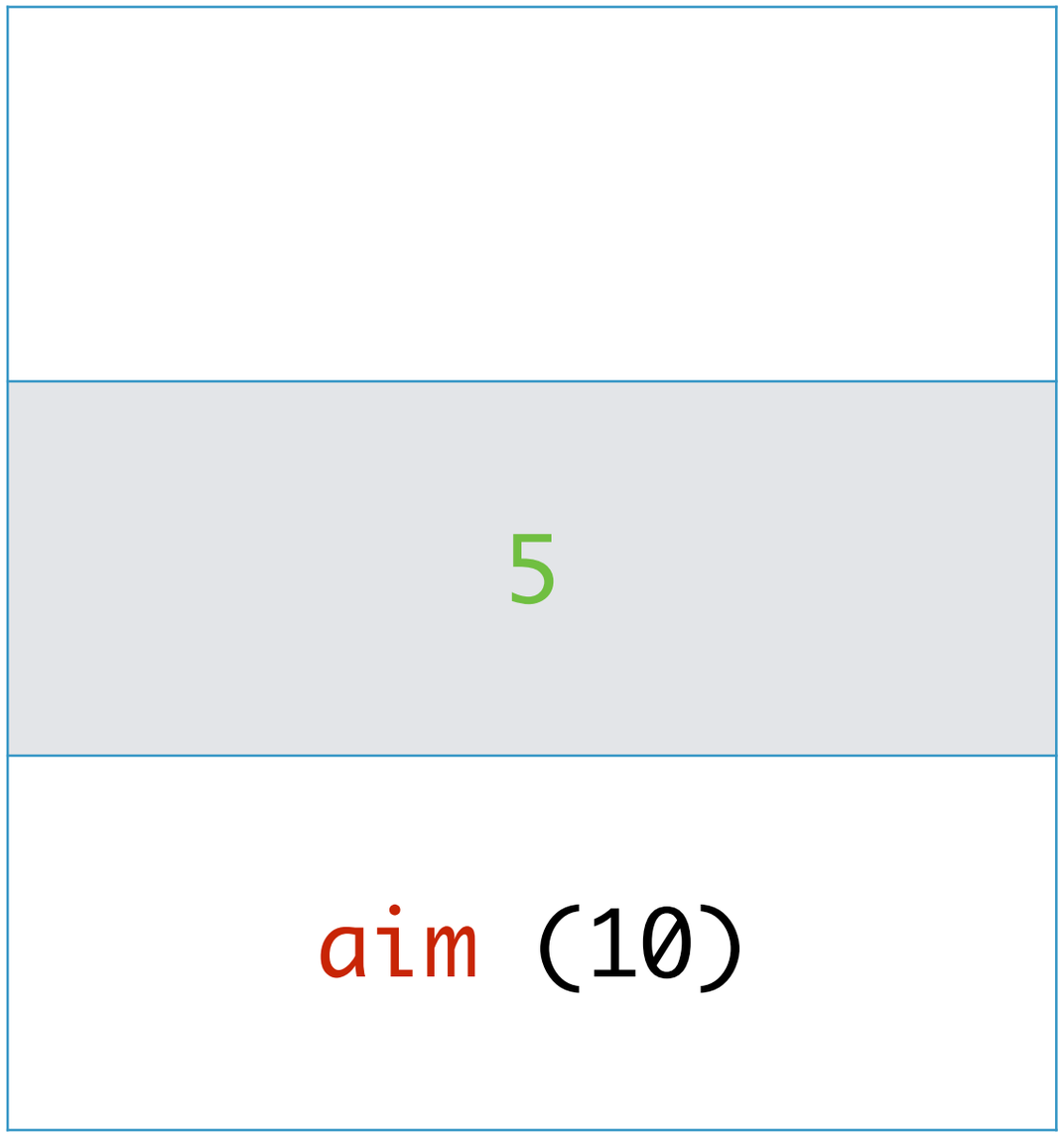

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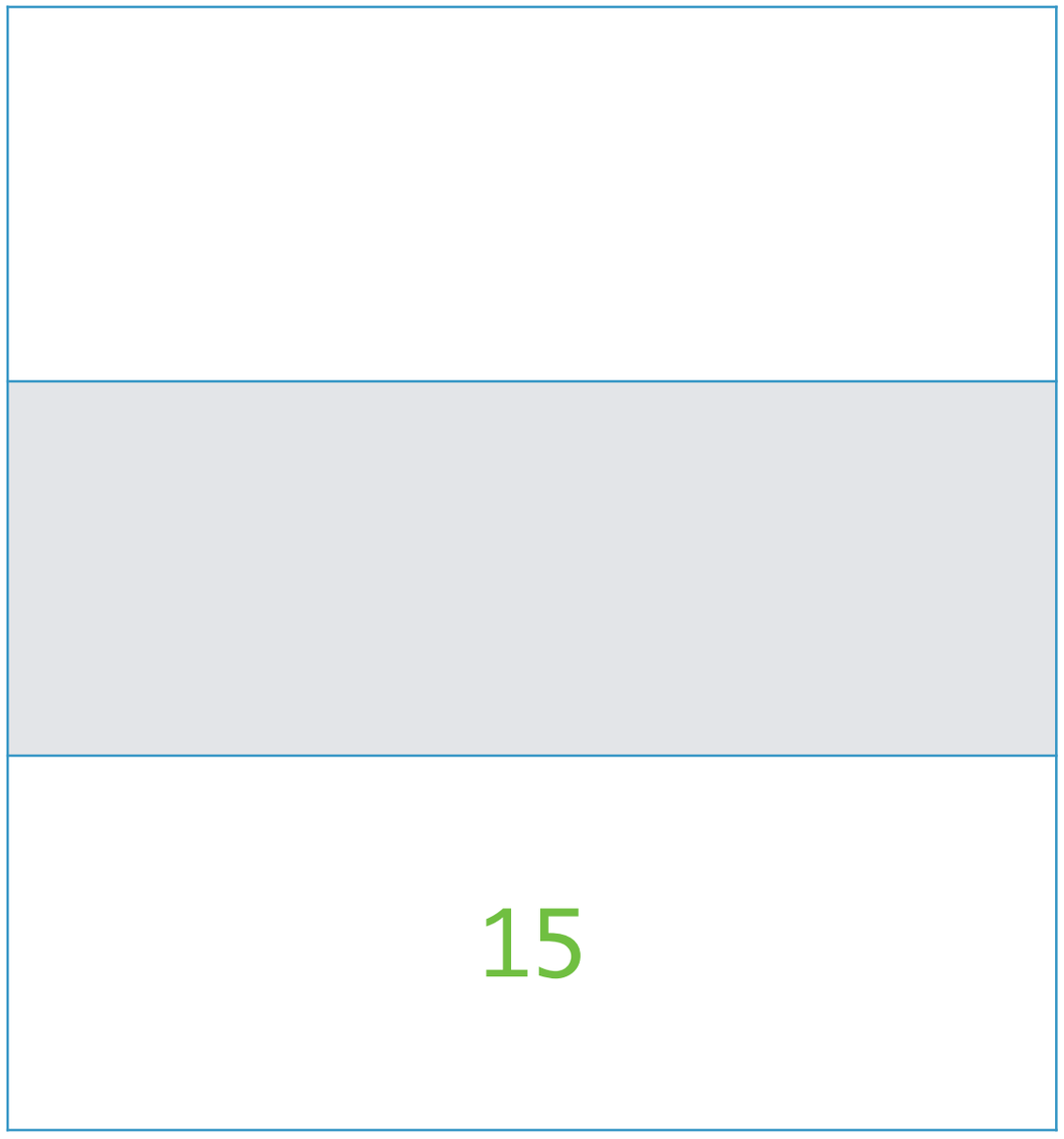

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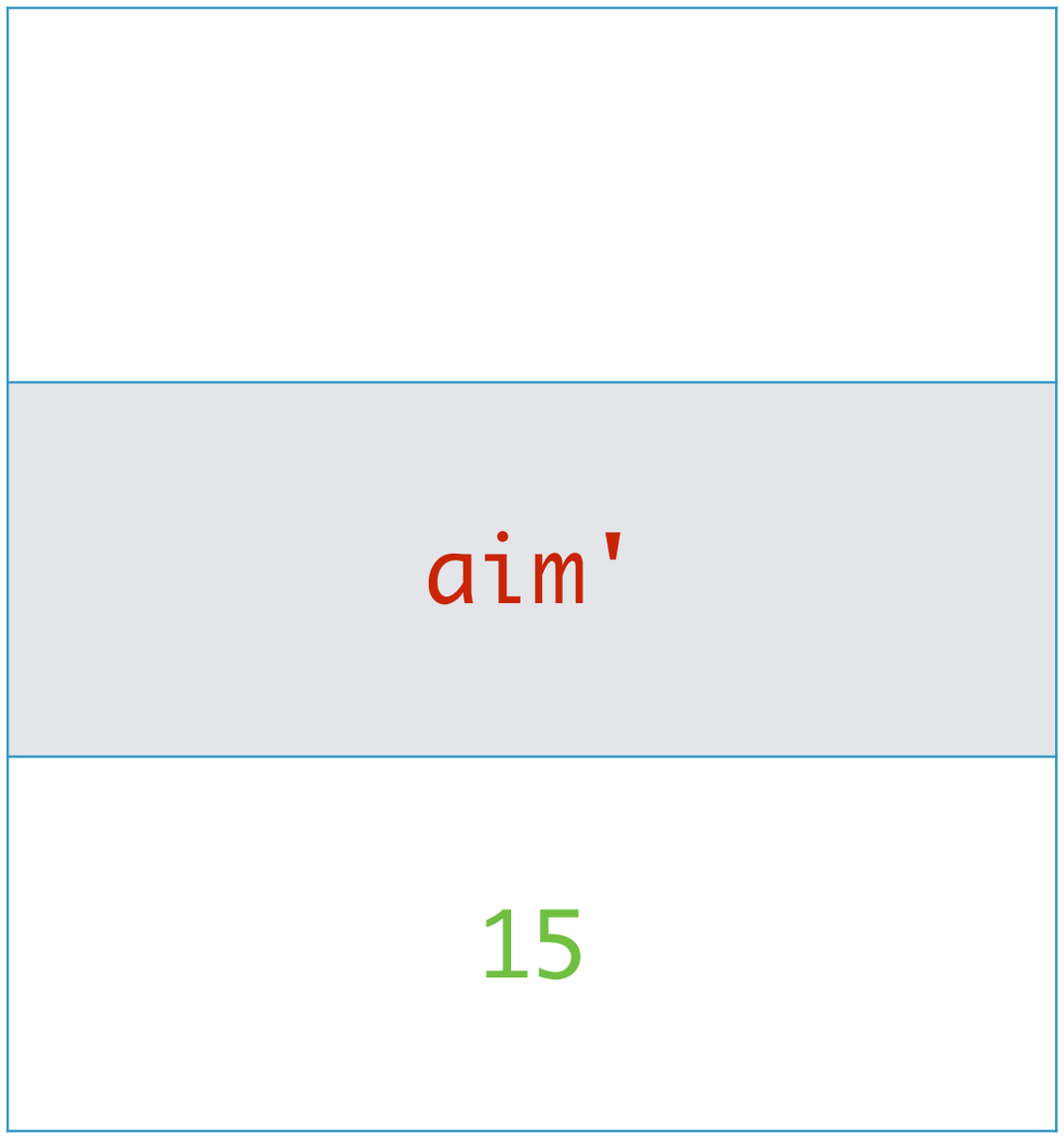

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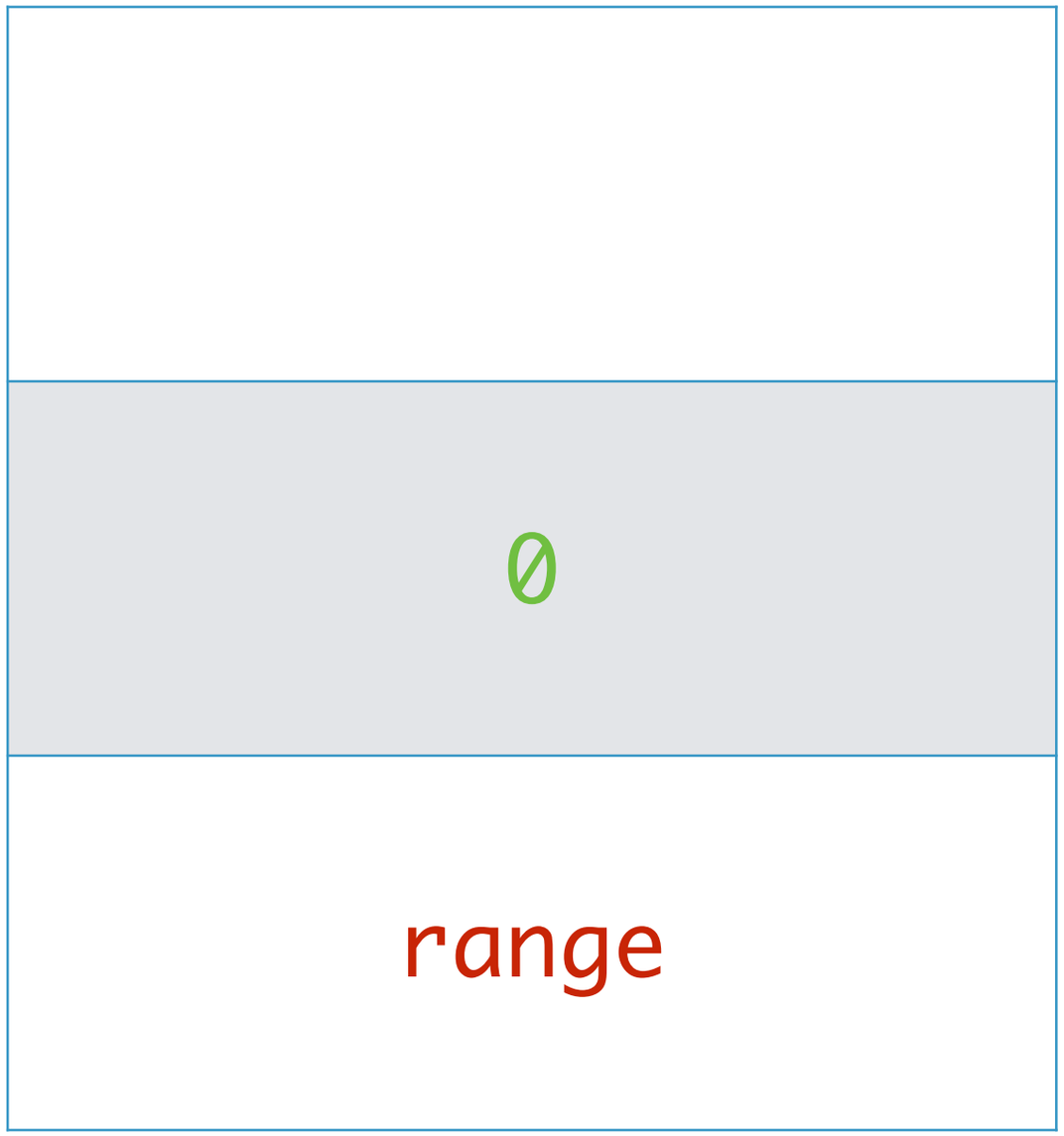

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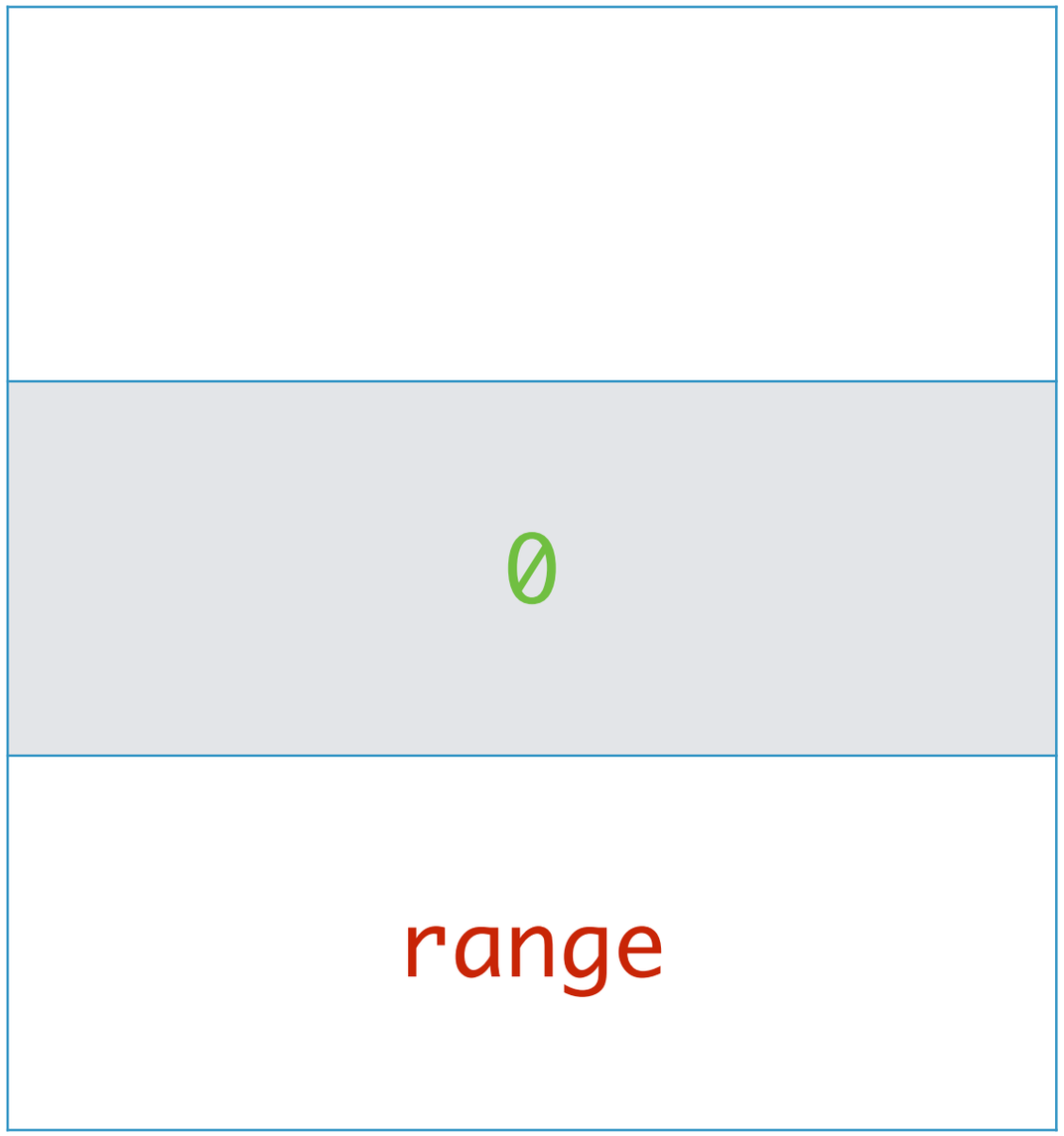

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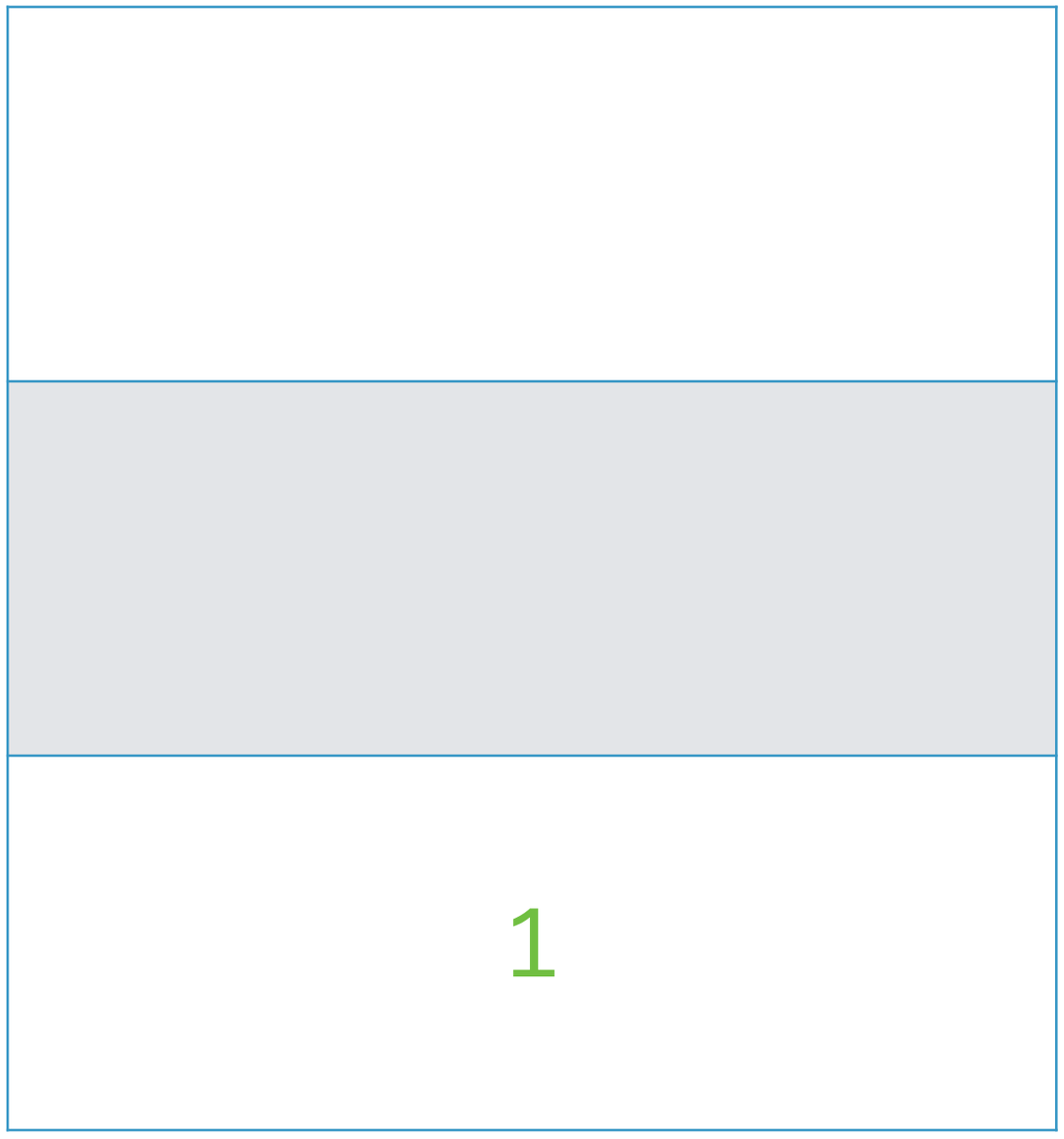

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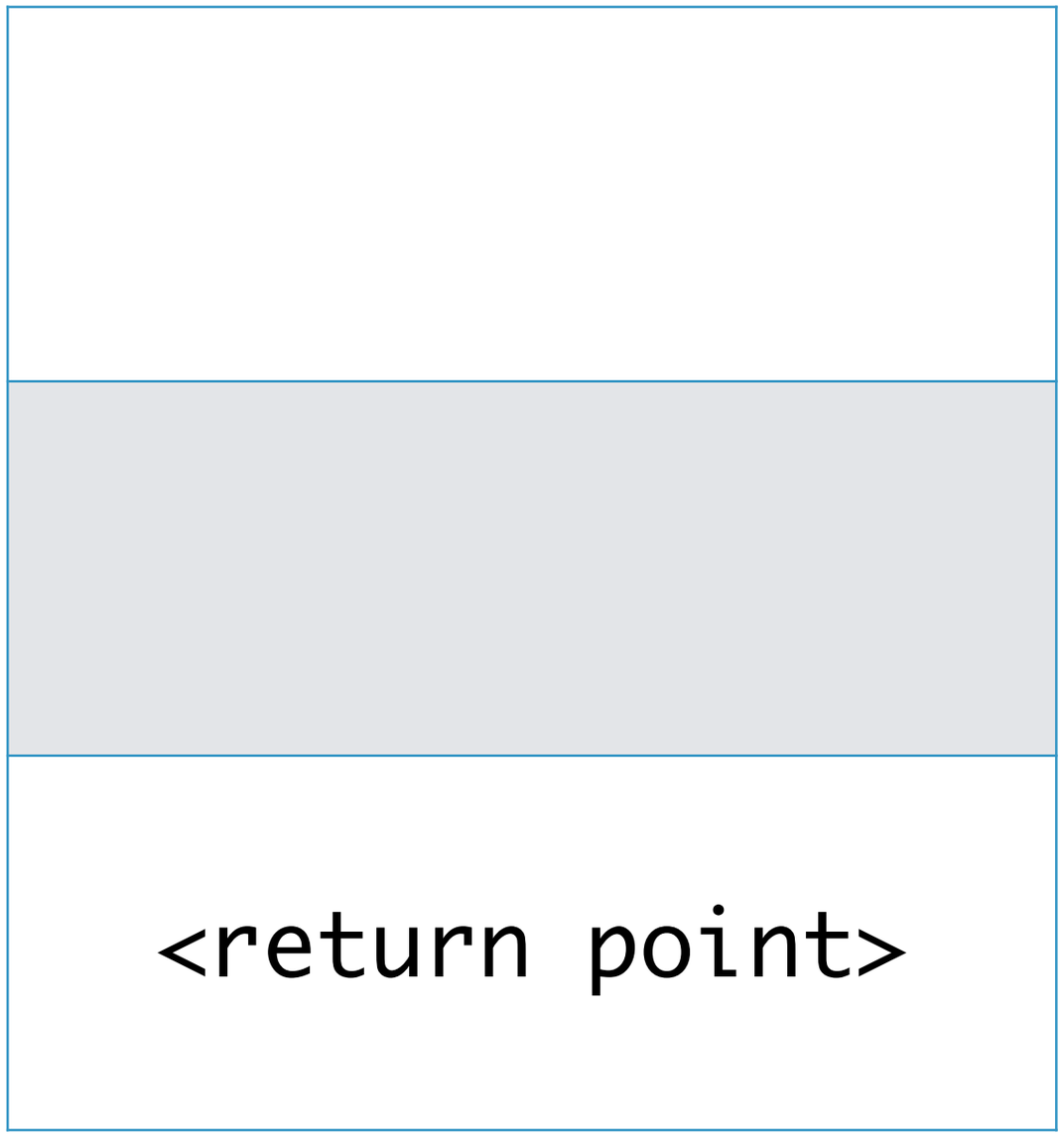

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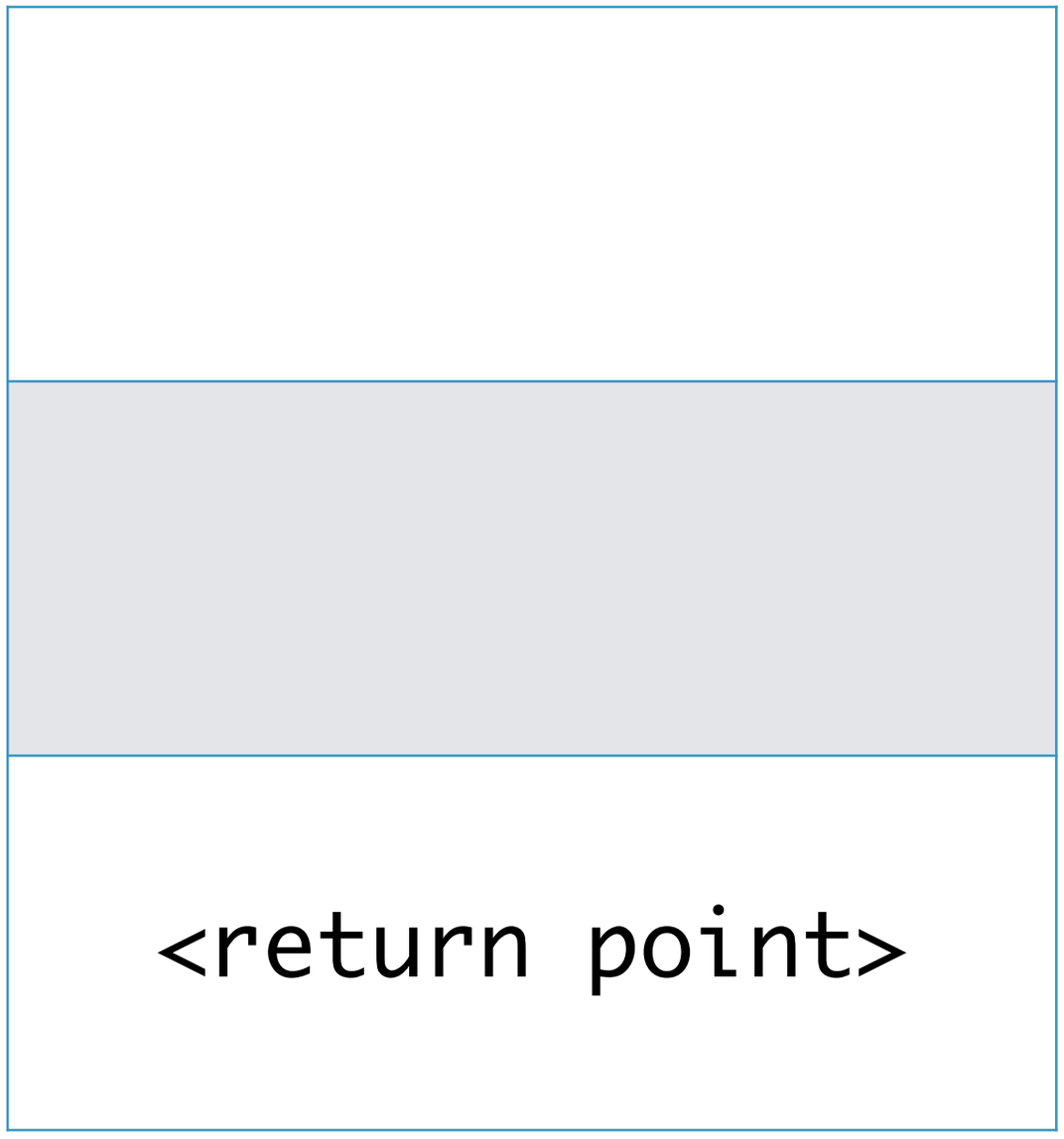

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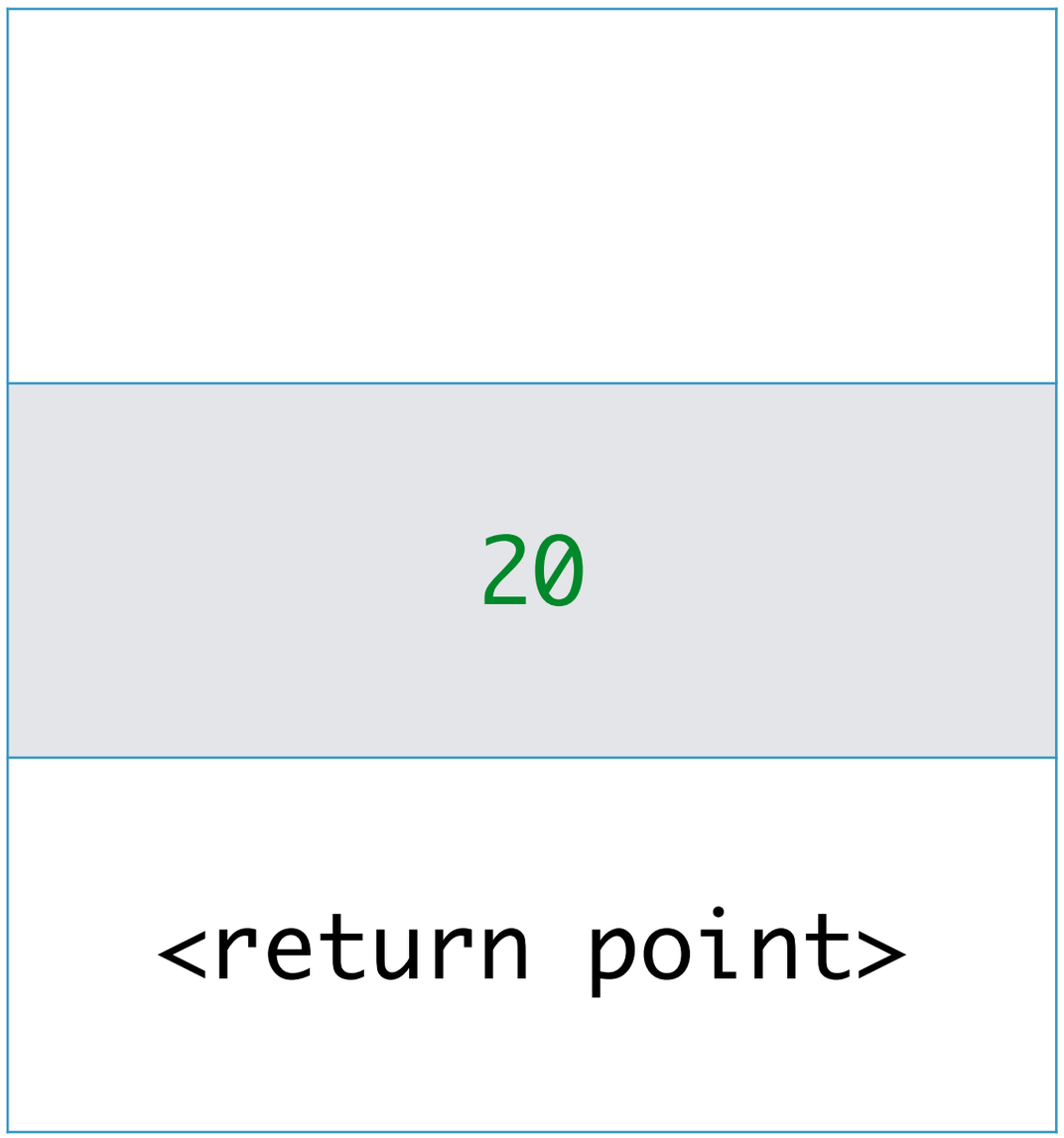

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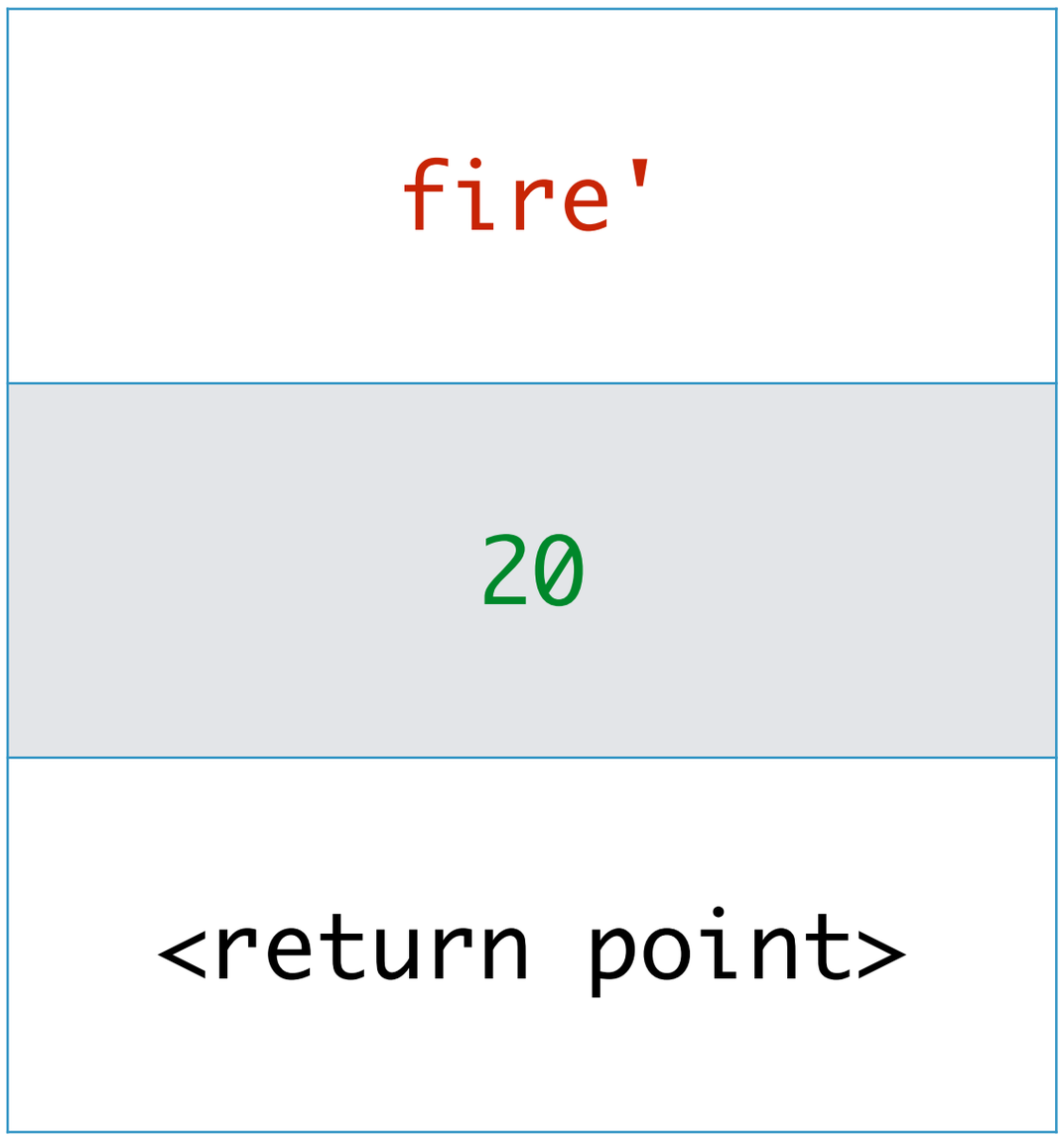

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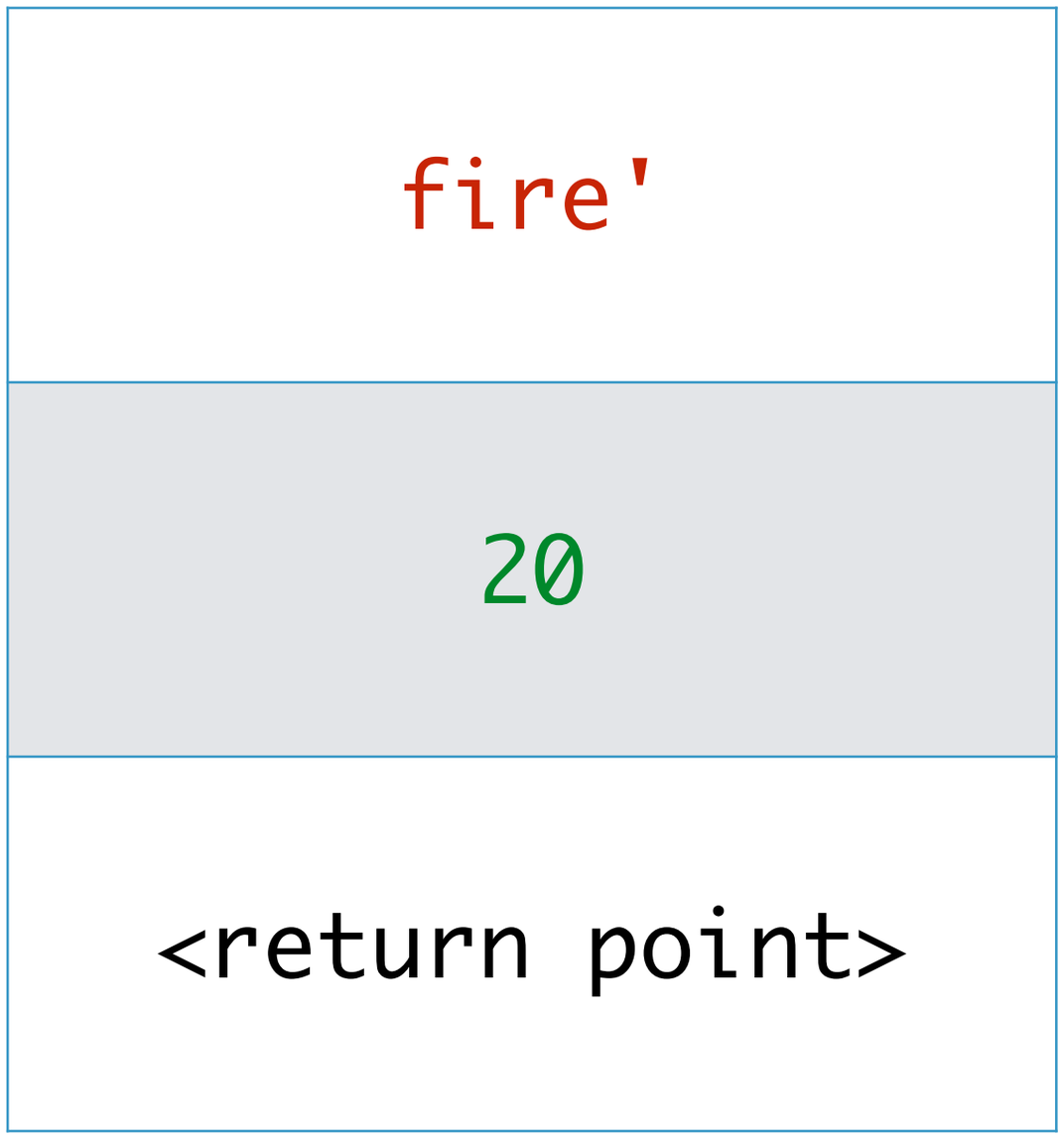

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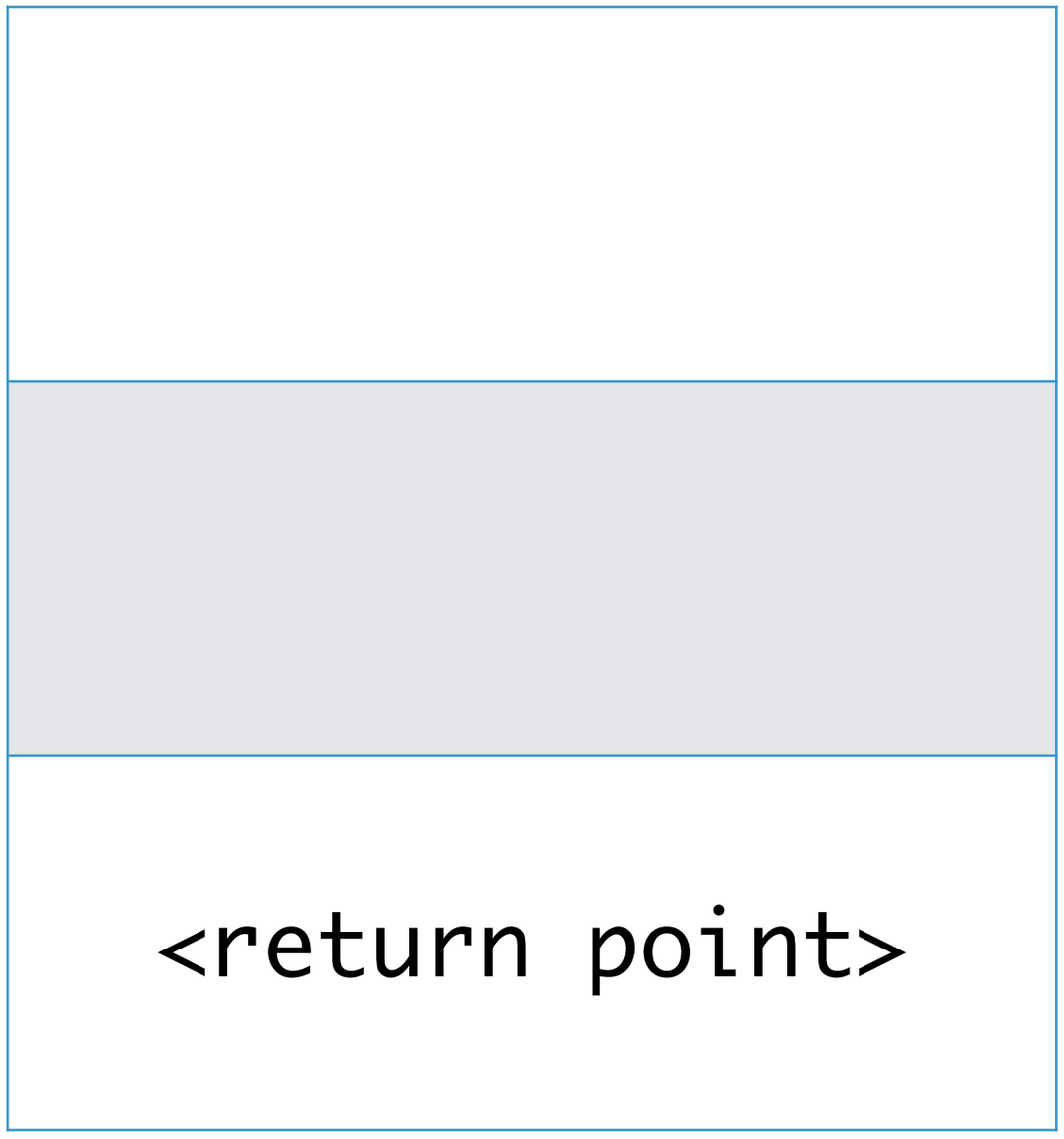

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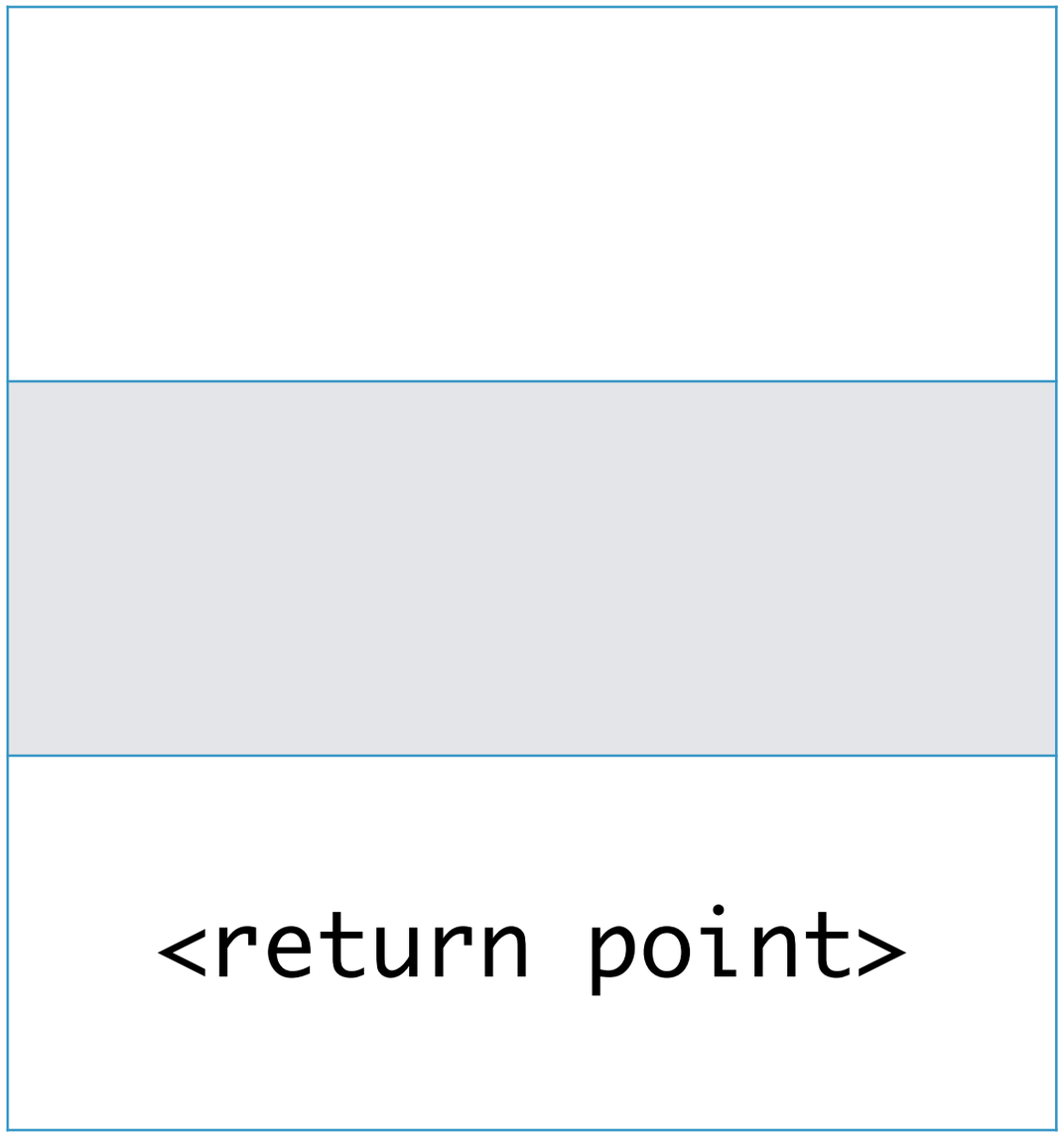

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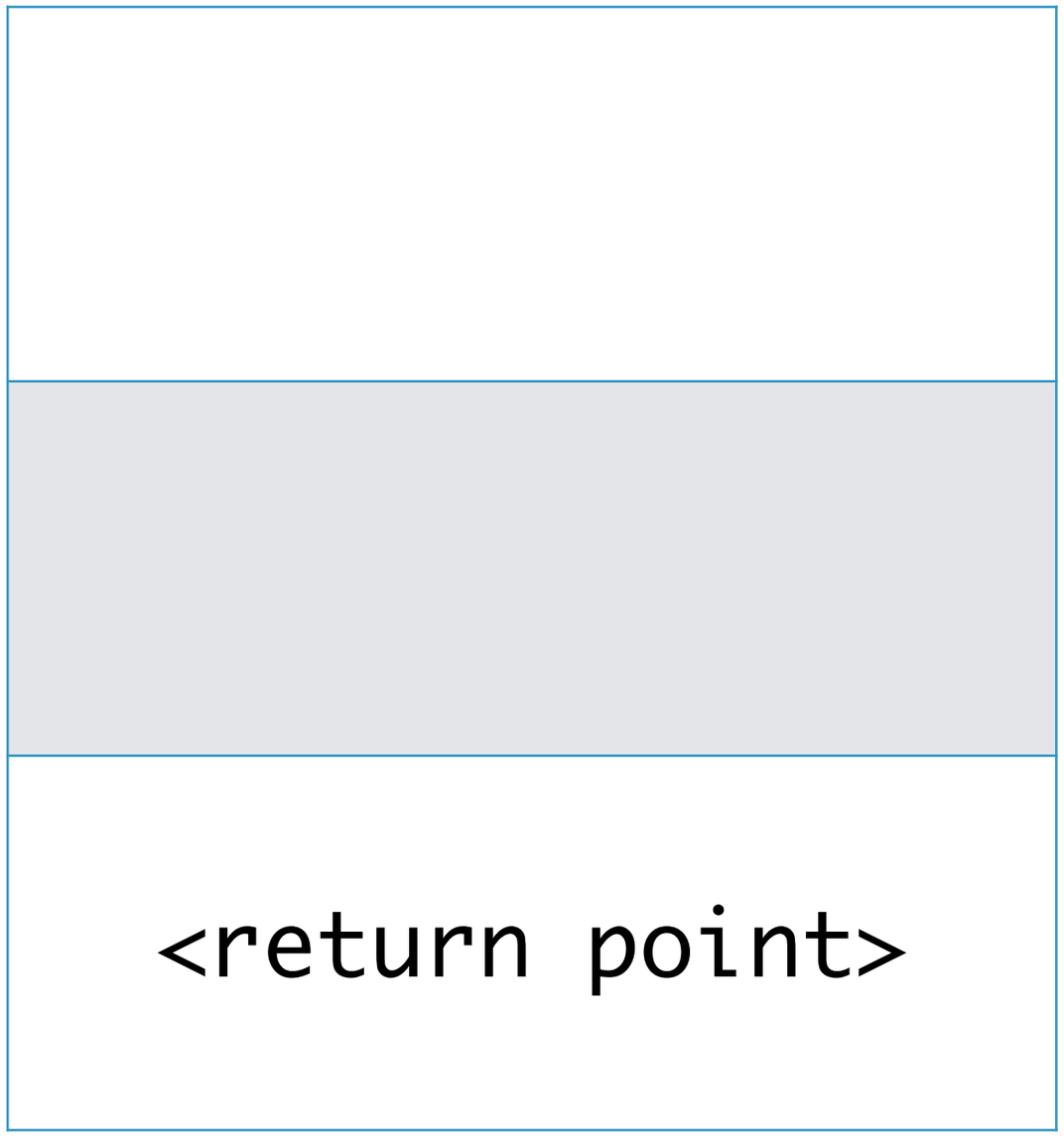

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