



WALKI ROBOTÓW

Amusing Workshops #26

```
d
f normalize_angle(angle)
angle % 360
d
f tick_events
{ scanned_robots: scan }
d
f new_bullet
Bullet.new(x: x, y: y, heading: self)
d
f robot_in_radar_view?(robot)
angle_diff(radar_heading, enemy_angle) < radar_view_angle/2
d
f enemy_angle(robot)
Gosu.angle(x, y, robot.x, robot.y)
end
end
def angle_diff(angle1, angle2)
Gosu.angle_diff(angle1, angle2)
end
def other_robots
arena.robots.find_all { |robot| robot != self }
end
def keep_robot_in_arena
@x = min_x if x < min_x
@x = max_x if x > max_x
@y = min_y if y < min_y
end
```

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

Arena

Chronon: 15



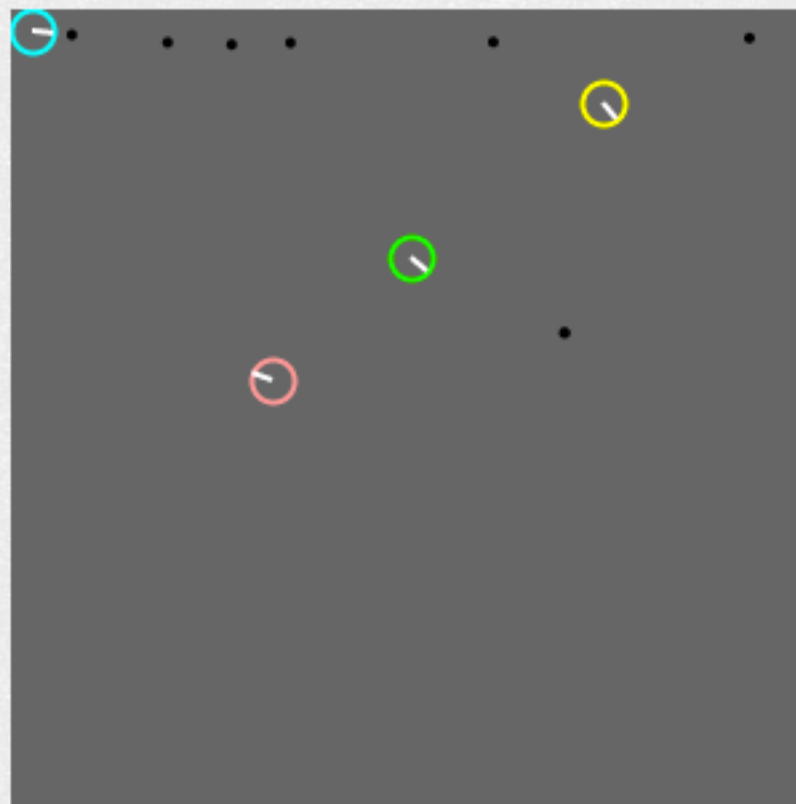
Camper

sognat



jazz

majakenobi



BrainCrusher

MonikaSt

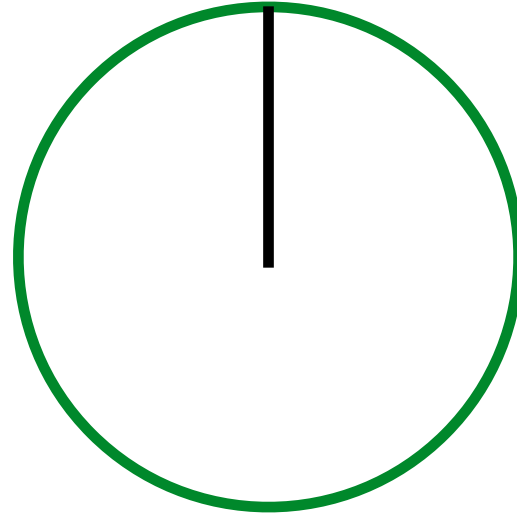


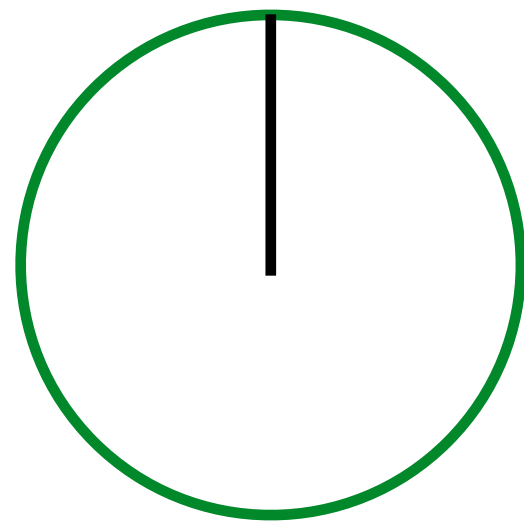
run

piotr123



Robot





x

y

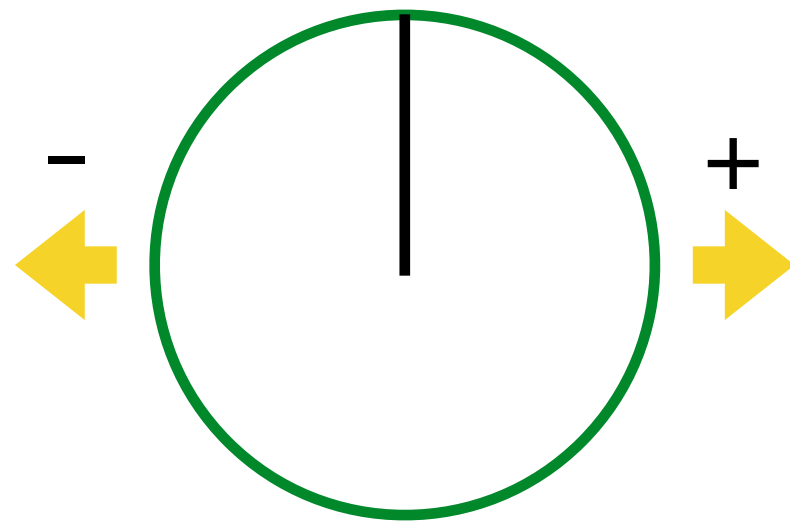
speedx

speedy

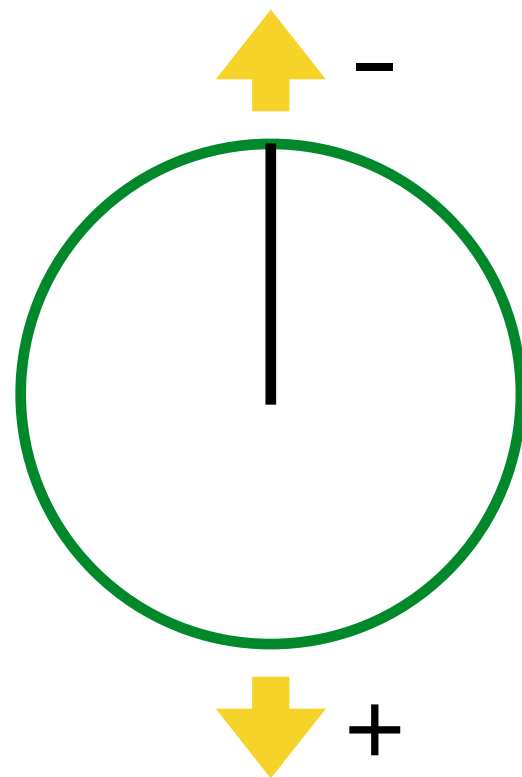
aim

fire

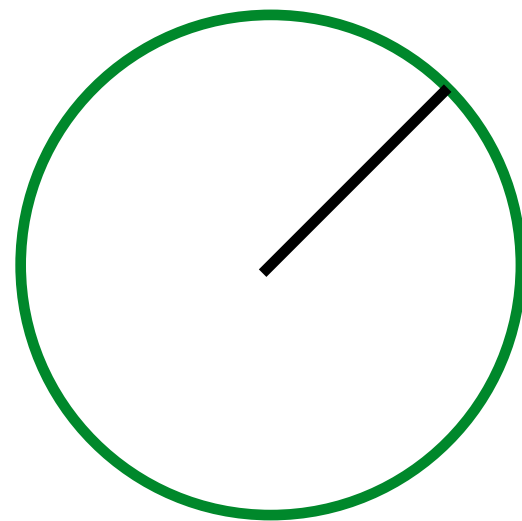
range



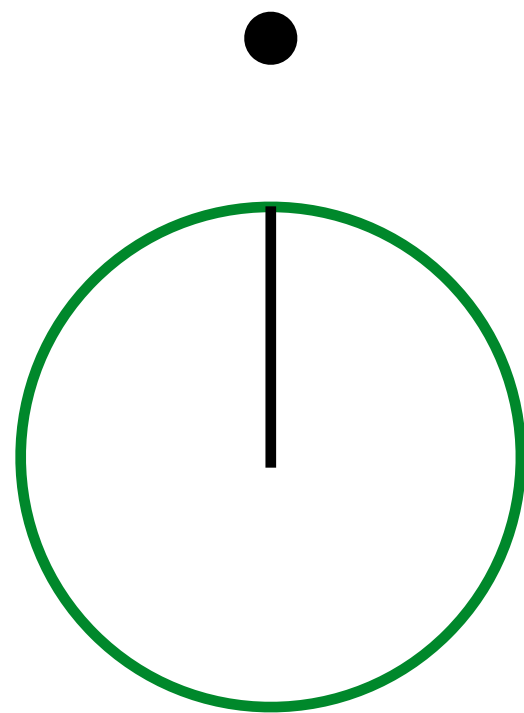
speedx
speedy
aim
fire



speedx
speedy
aim
fire



speedx
speedy
aim
fire



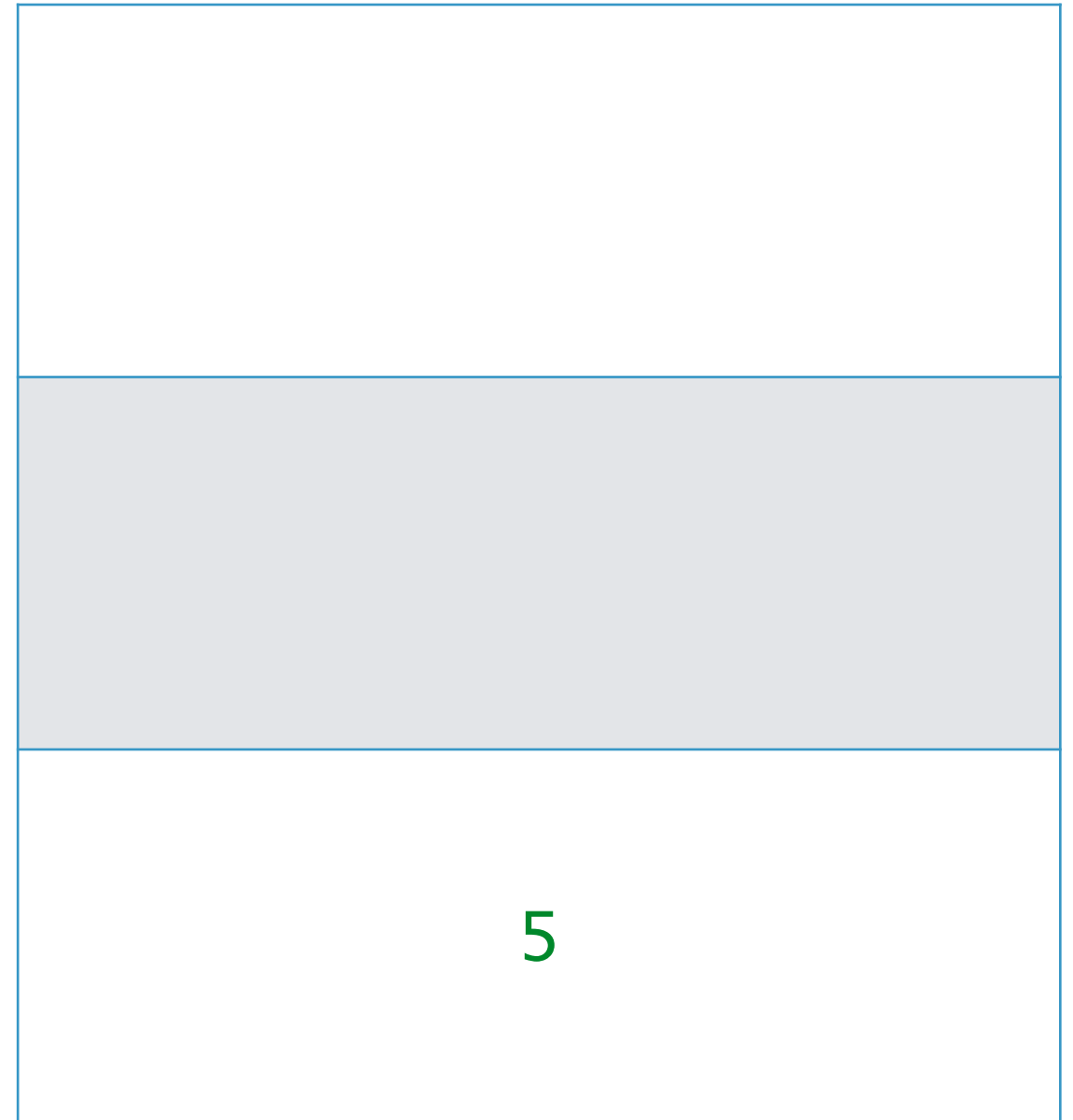
speedx
speedy
aim
fire

RoboTalk

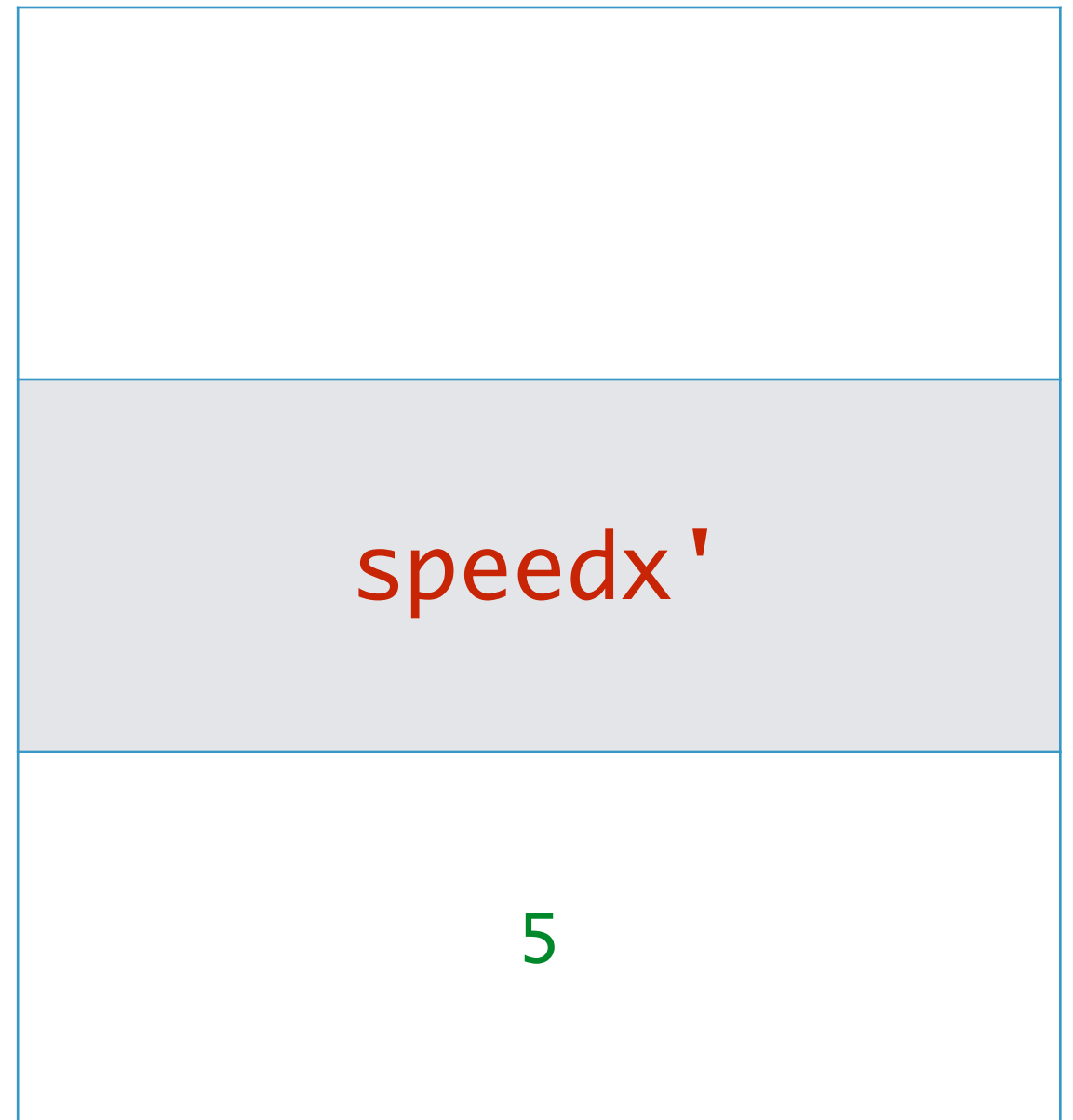
Set speed along x axis to 5

5 speedx' store

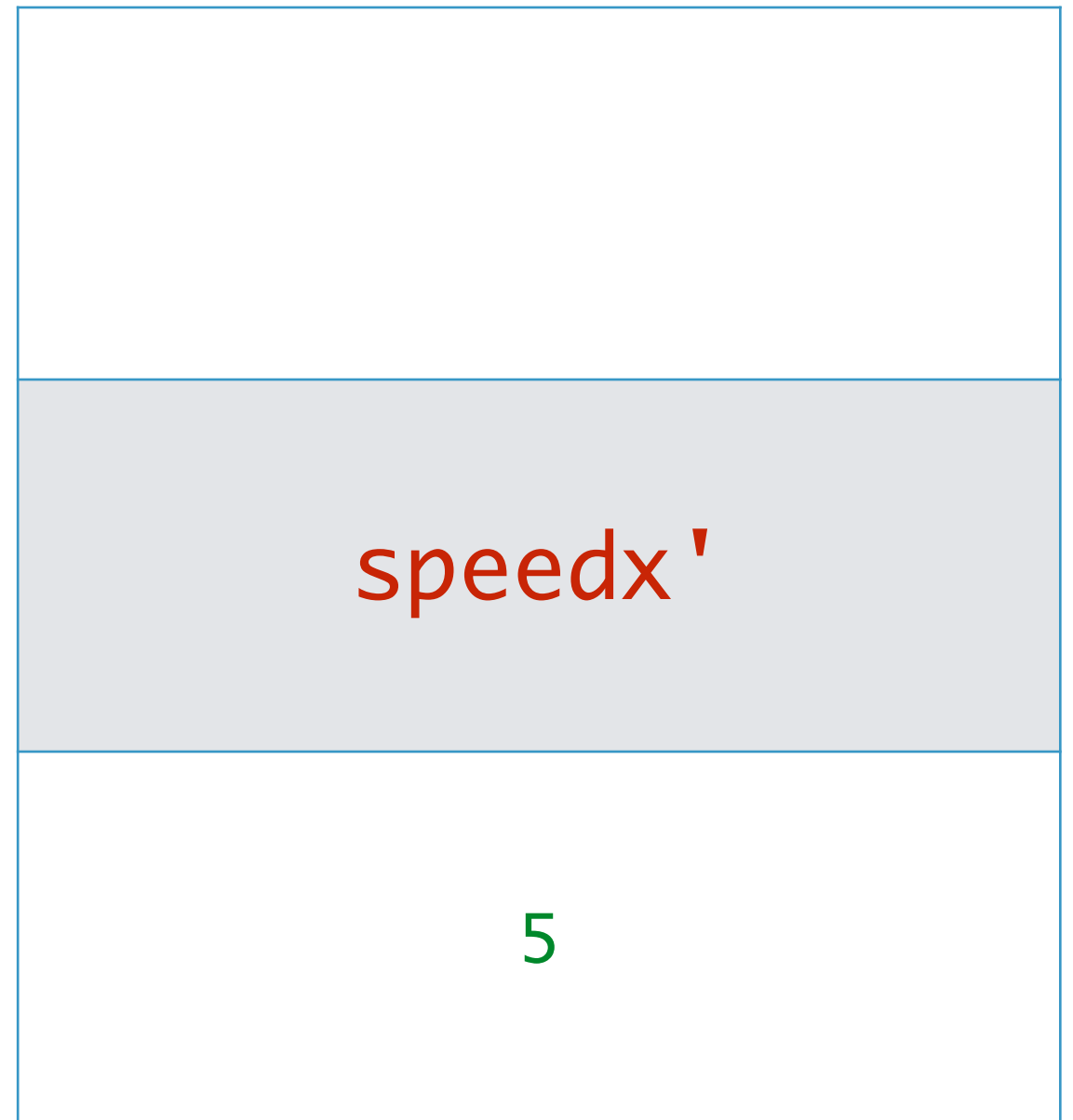
5 speedx' store
↑



5 speedx' store



5 speedx' store



Fire with 20 energy points

20 fire' store

Aim at 45 degrees

45 aim' store

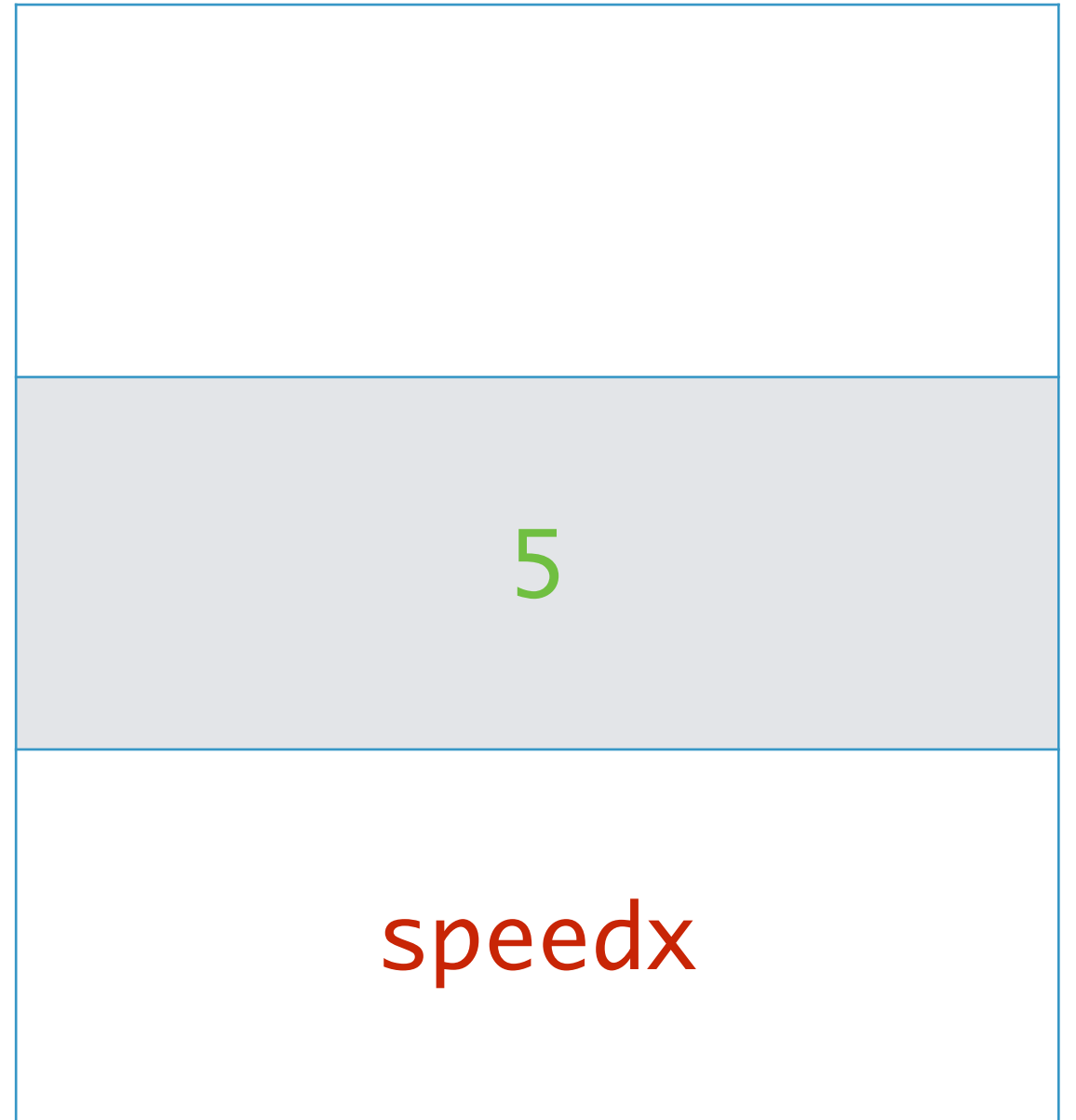
Increase speed along x axis by 5

`speedx 5 + speedx' store`

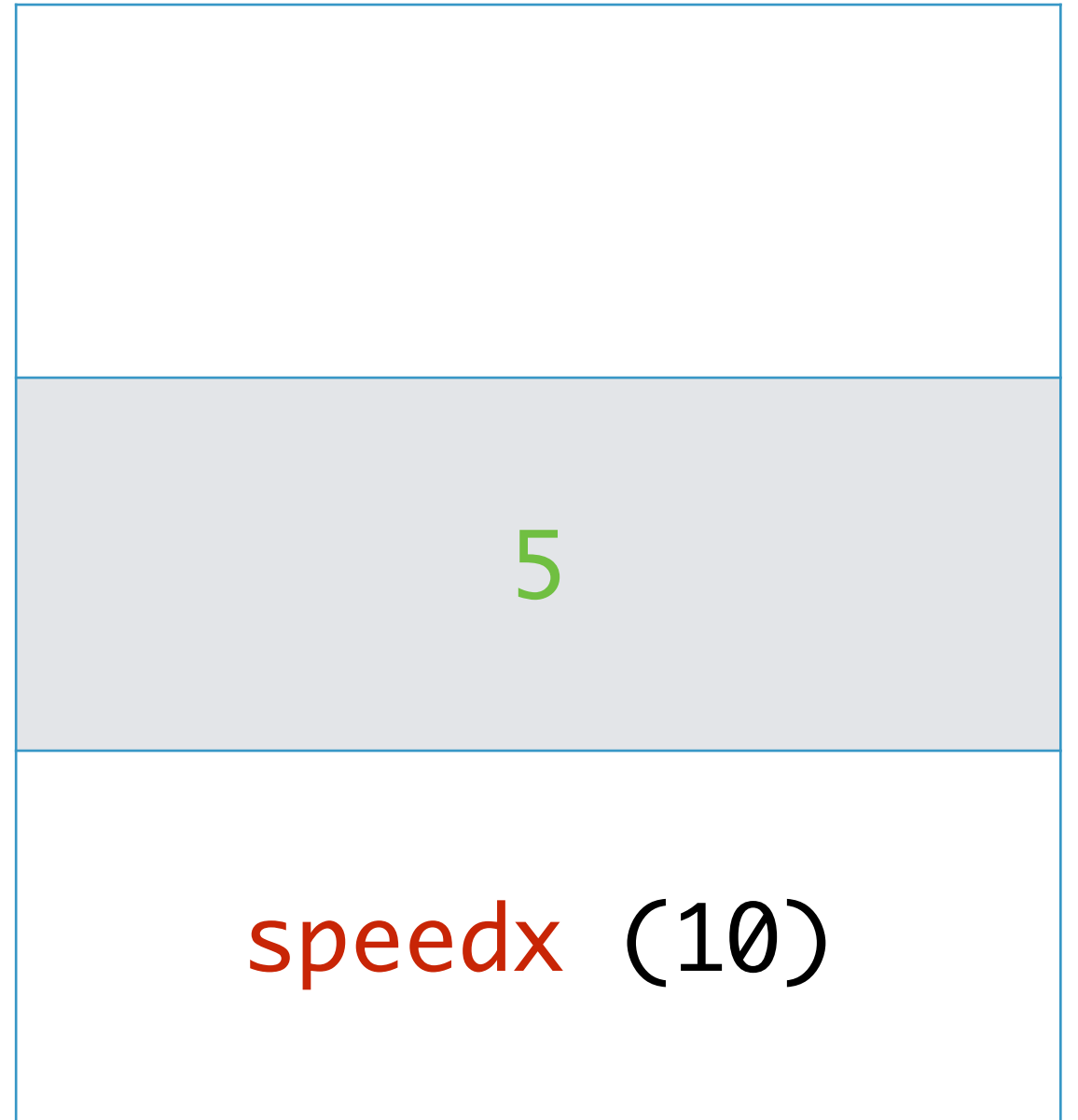
speedx 5 + speedx' store



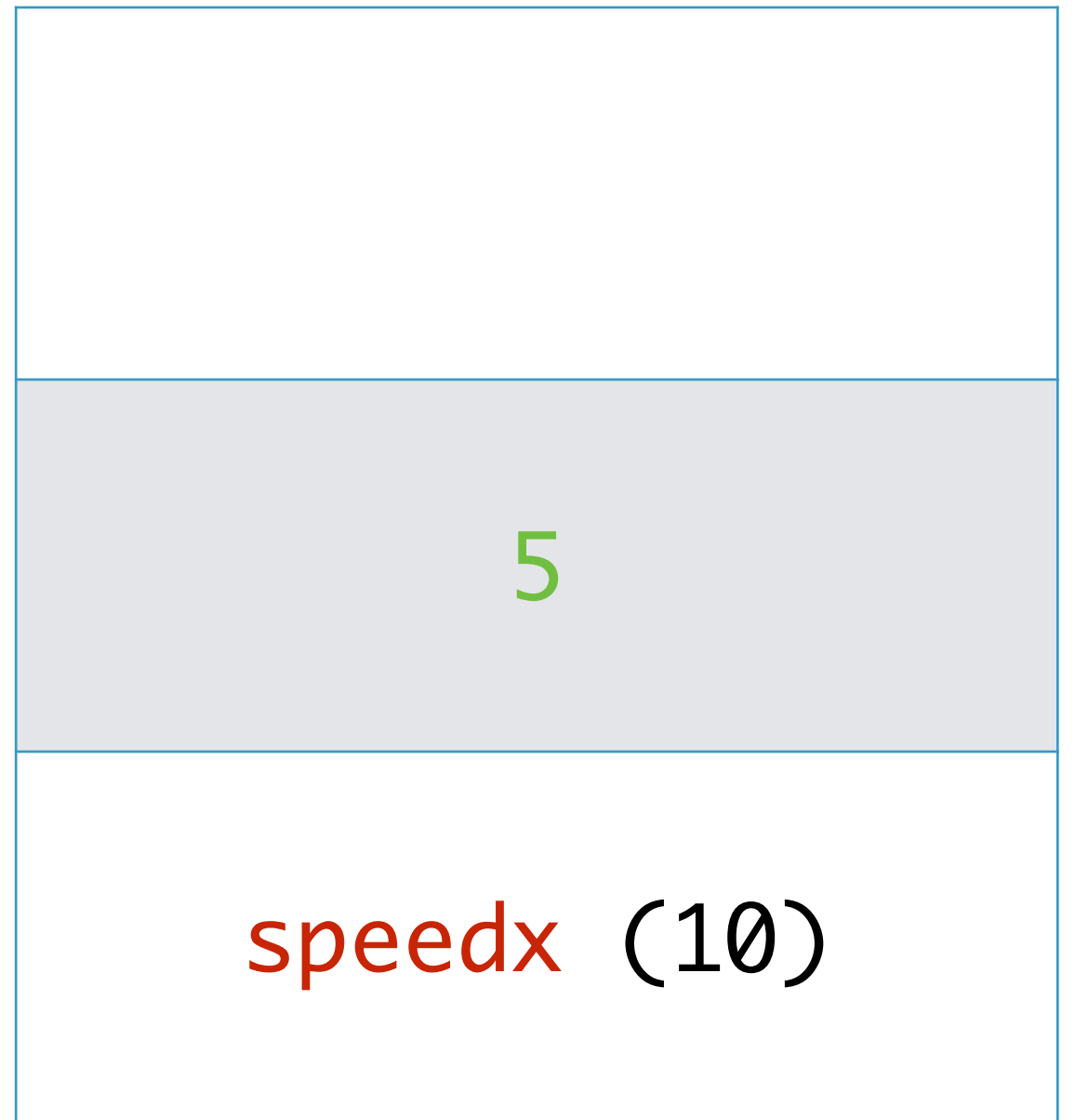
speedx 5 + speedx' store



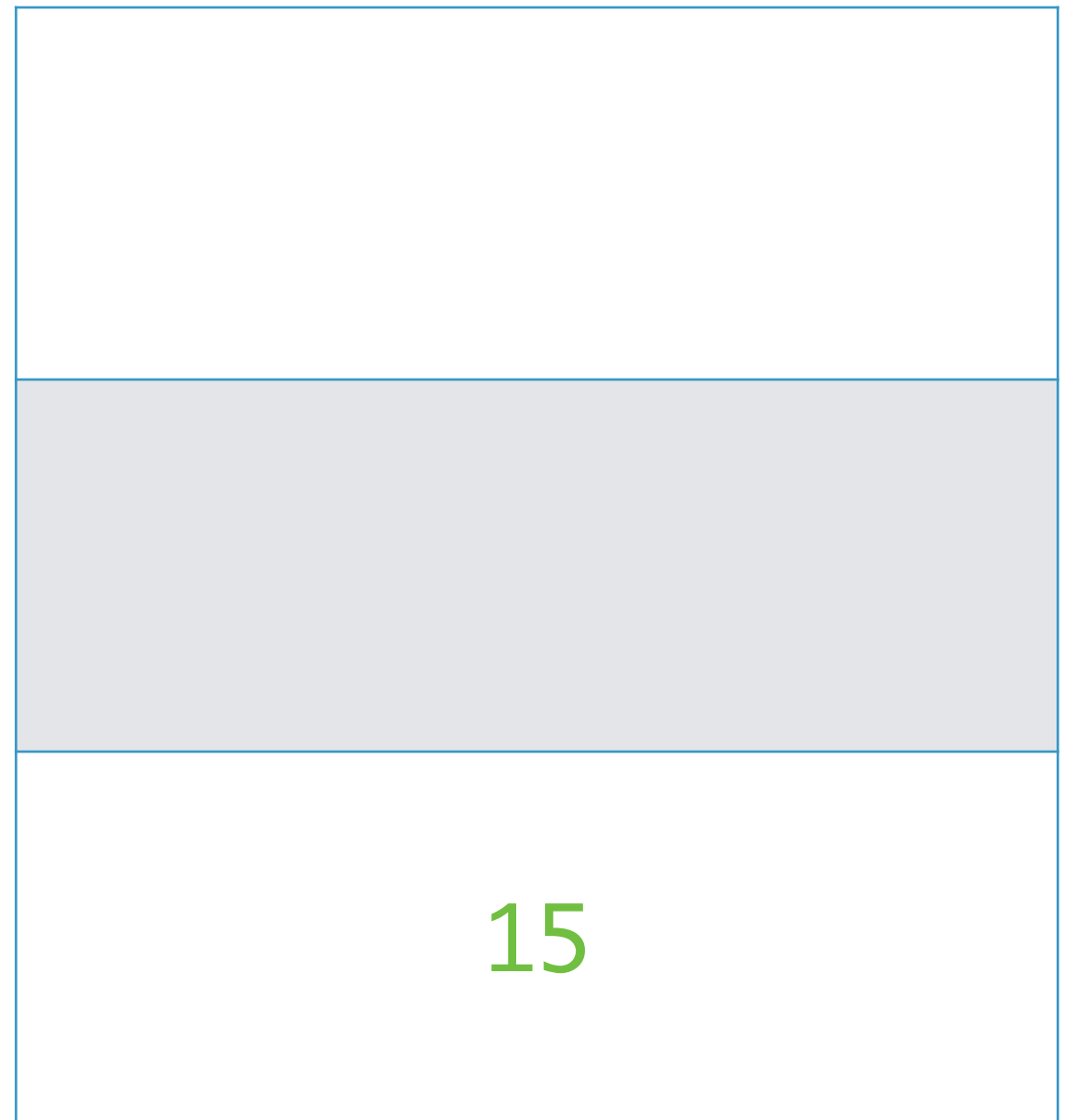
speedx 5 + speedx' store



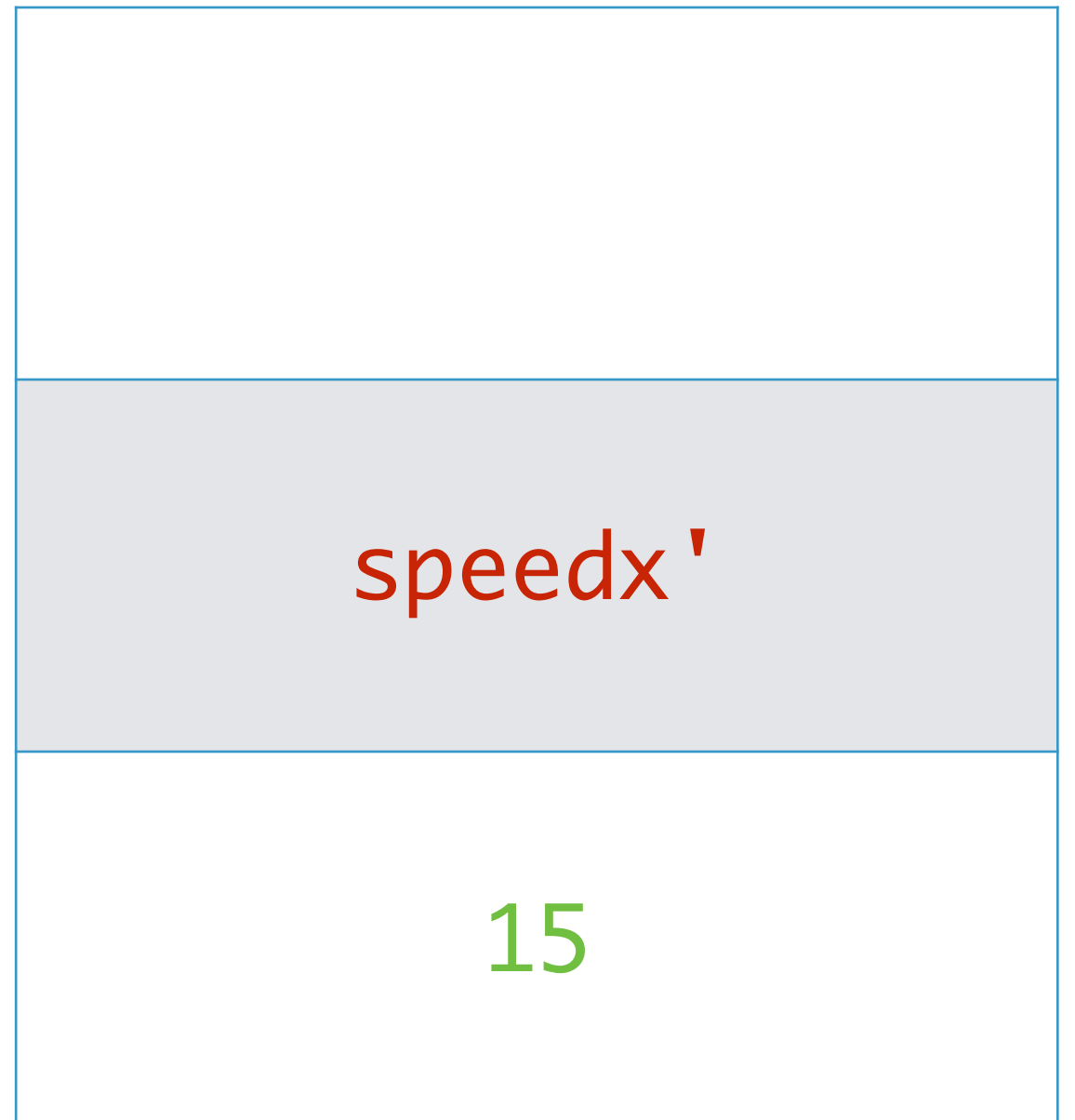
speedx 5 + speedx' store



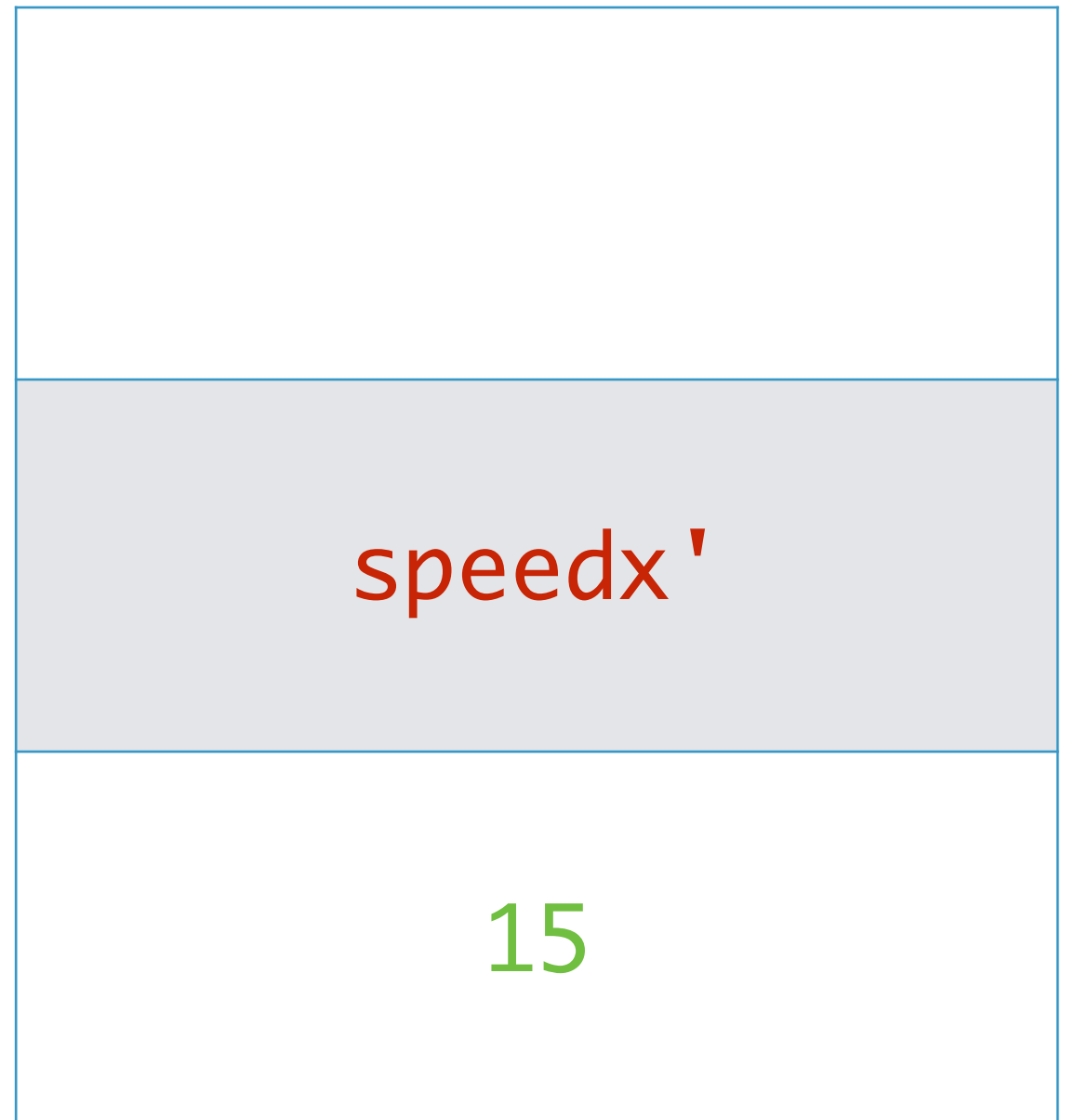
speedx 5 + speedx' store



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



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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:

?

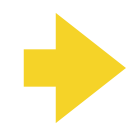
aim 5 + aim' store

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
```

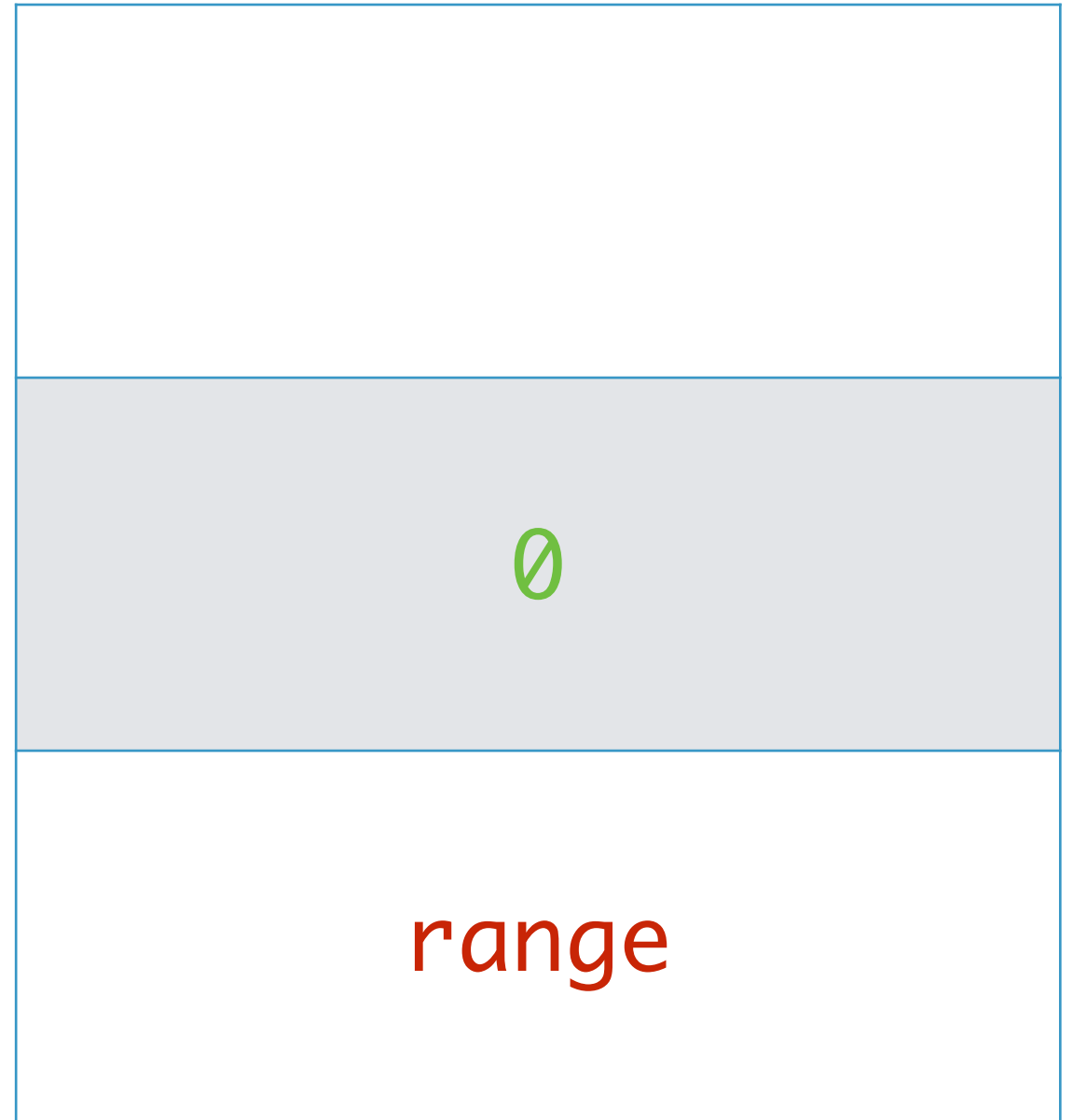
Shoot:

```
20 fire' store  
return
```

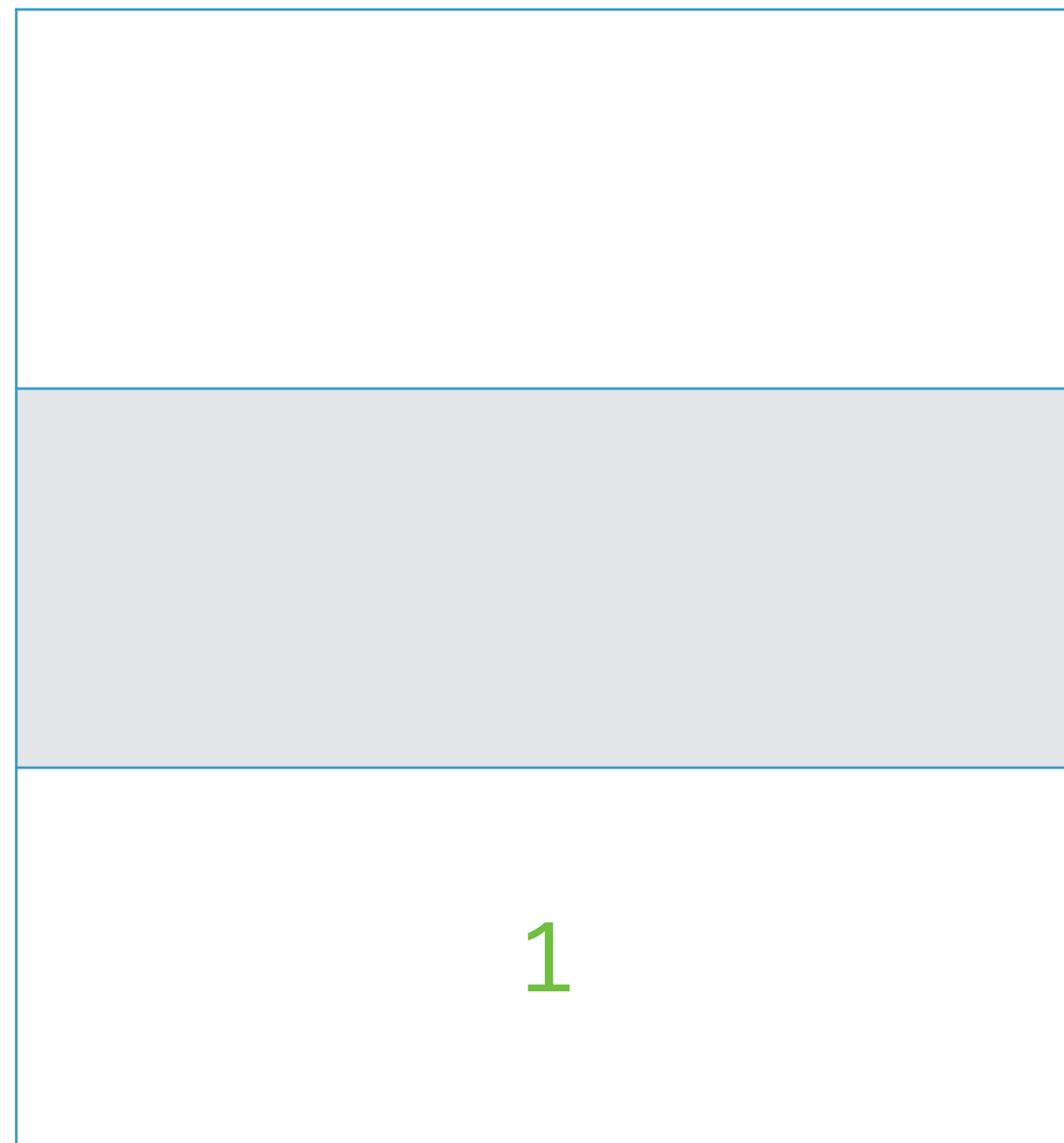
range 0 > Shoot if



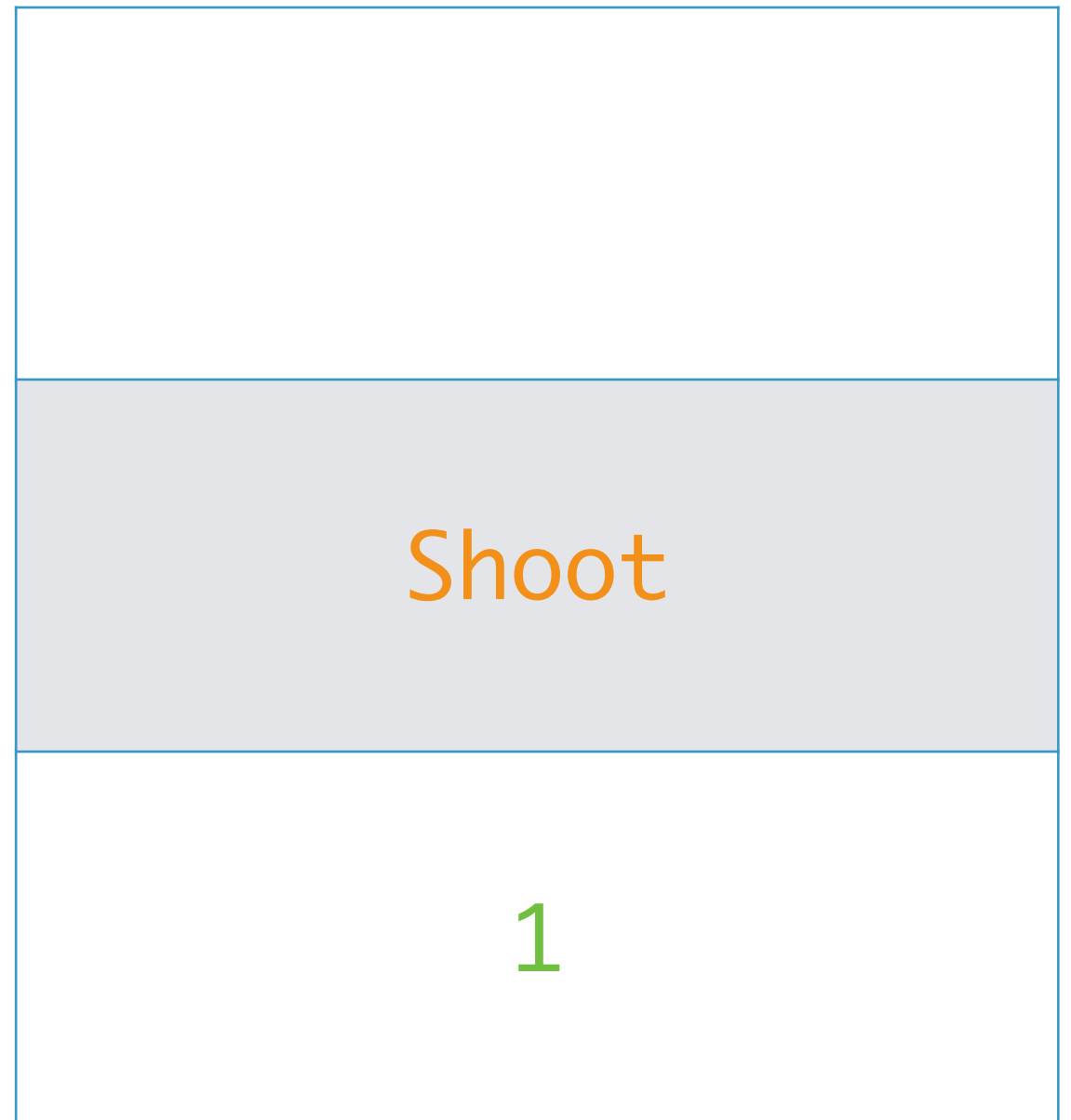
range \emptyset > Shoot if



range 0 > Shoot if



range 0 > Shoot if



range 0 > Shoot if



Main:

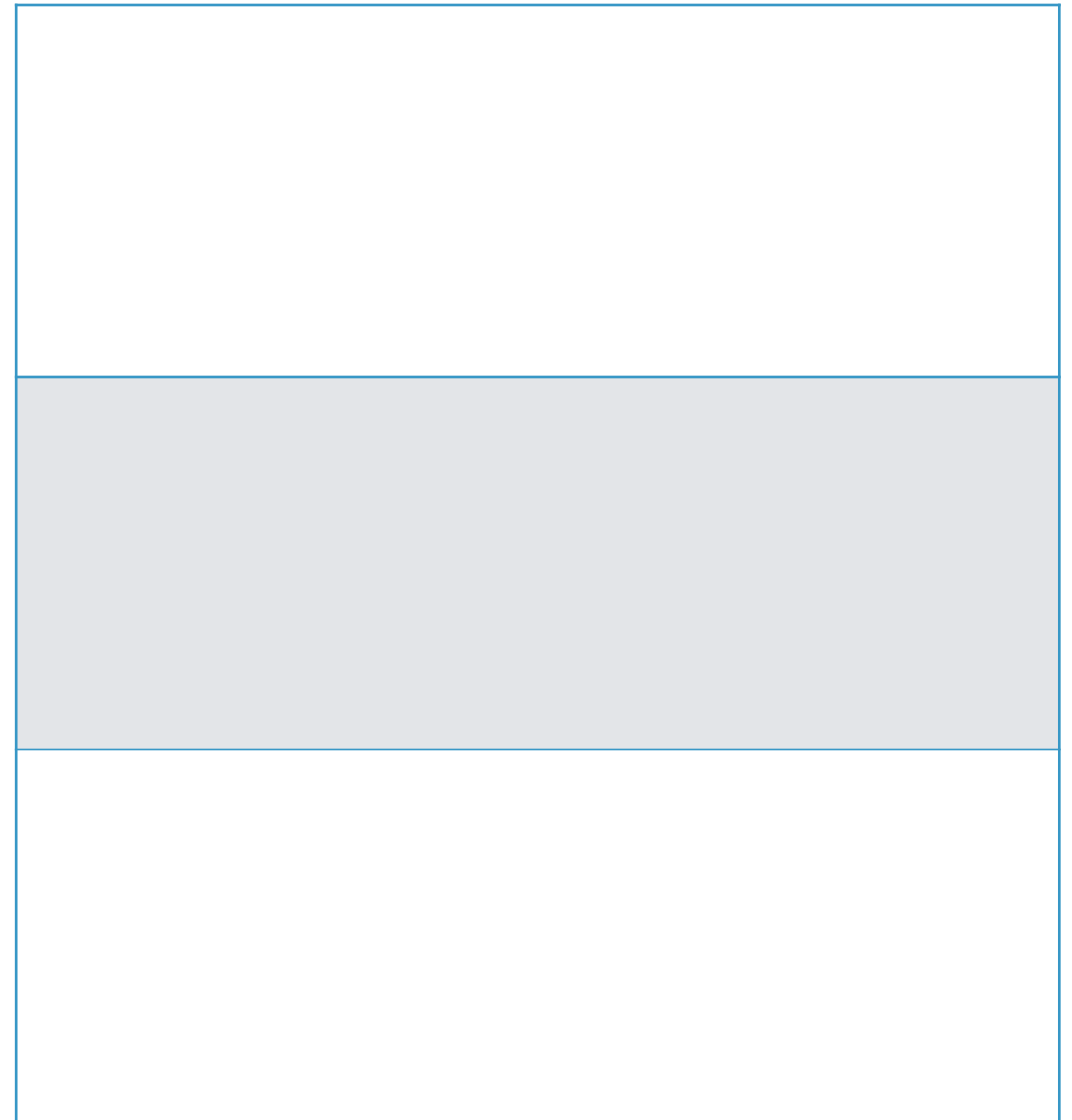
```
aim 5 + aim' store  
range 0 > Shoot if  
Main jump
```

Shoot:

```
20 fire' store  
return
```

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

Shoot:
20 fire' store
return



Main:

→ aim 5 + aim' store
↑ range 0 > Shoot if
Main jump

Shoot:

20 fire' store
return

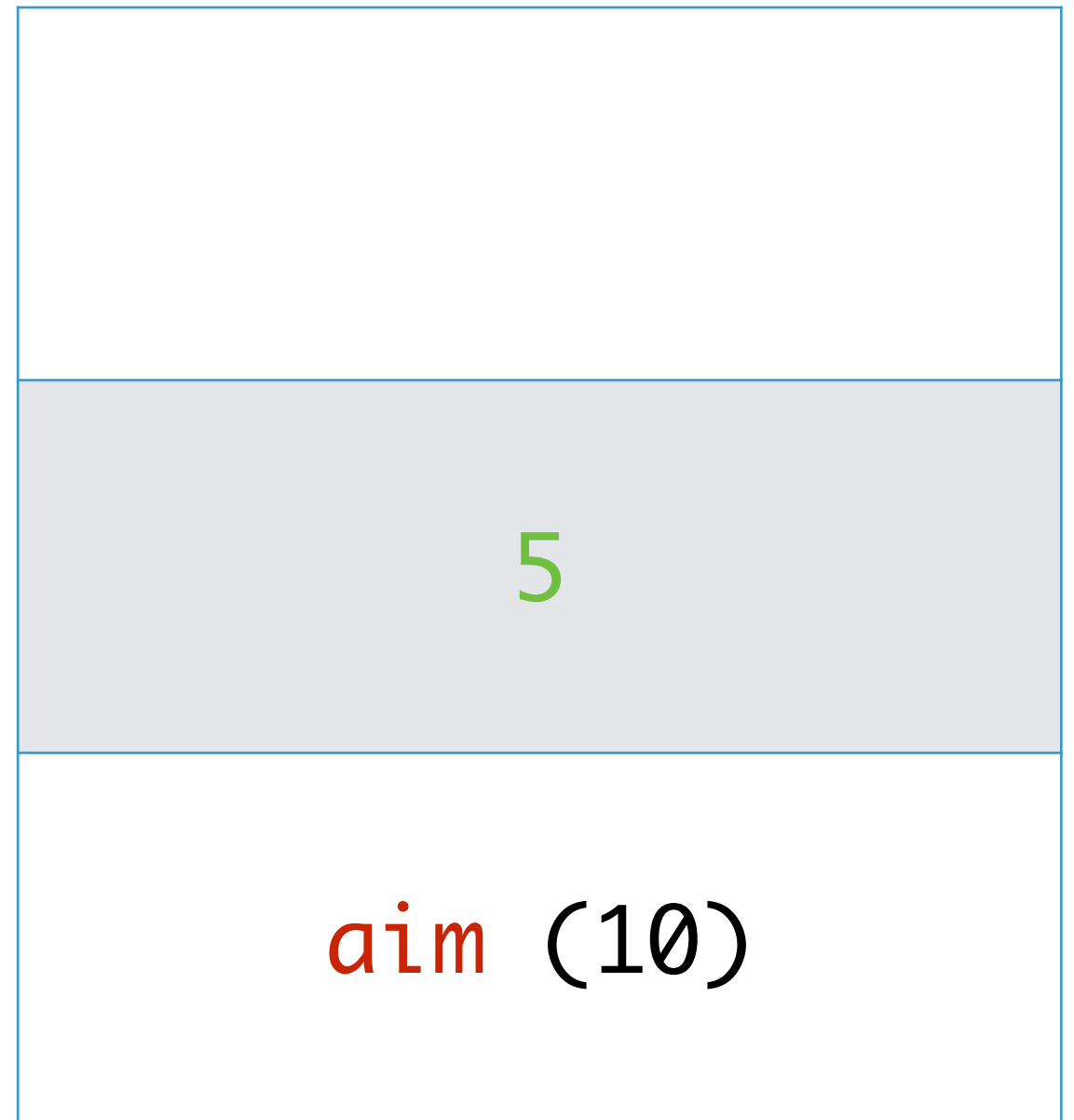
aim (10)

Main:

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

Shoot:

20 fire' store
return

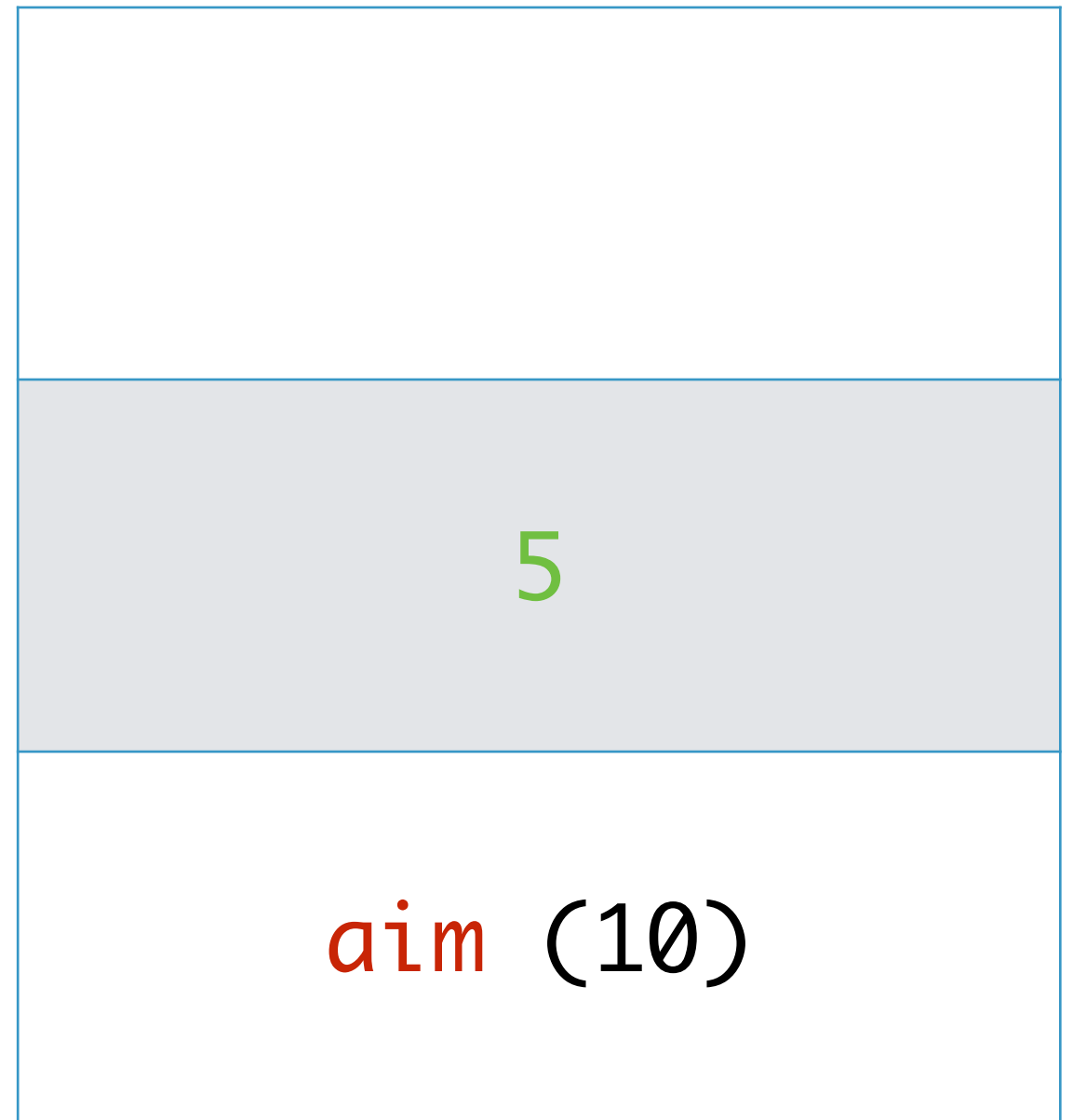


Main:

→ aim 5 + aim' store
range ↑ > Shoot if
Main jump

Shoot:

20 fire' store
return

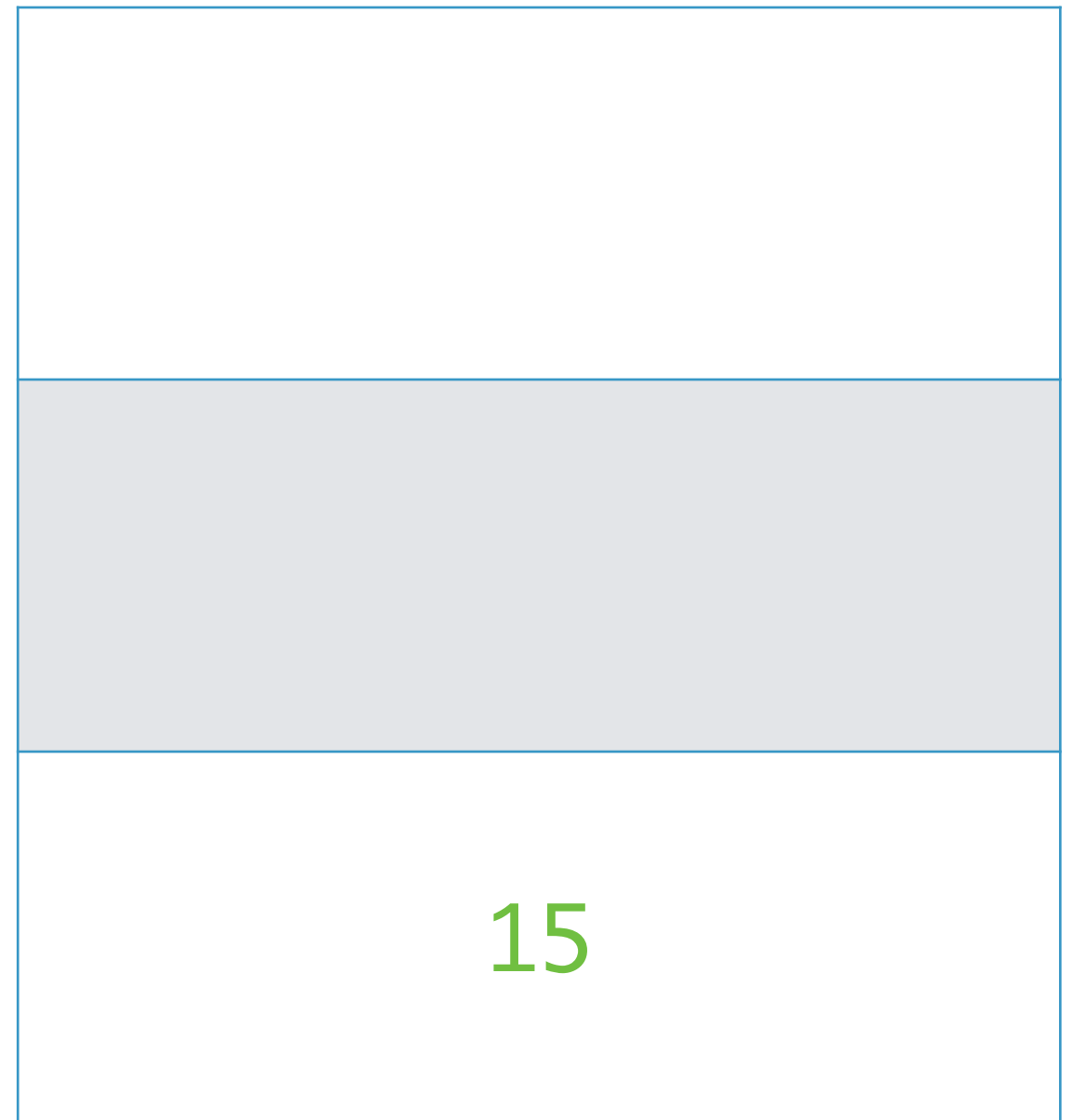


Main:

→ aim 5 + aim' store
range ↑ > Shoot if
Main jump

Shoot:

20 fire' store
return

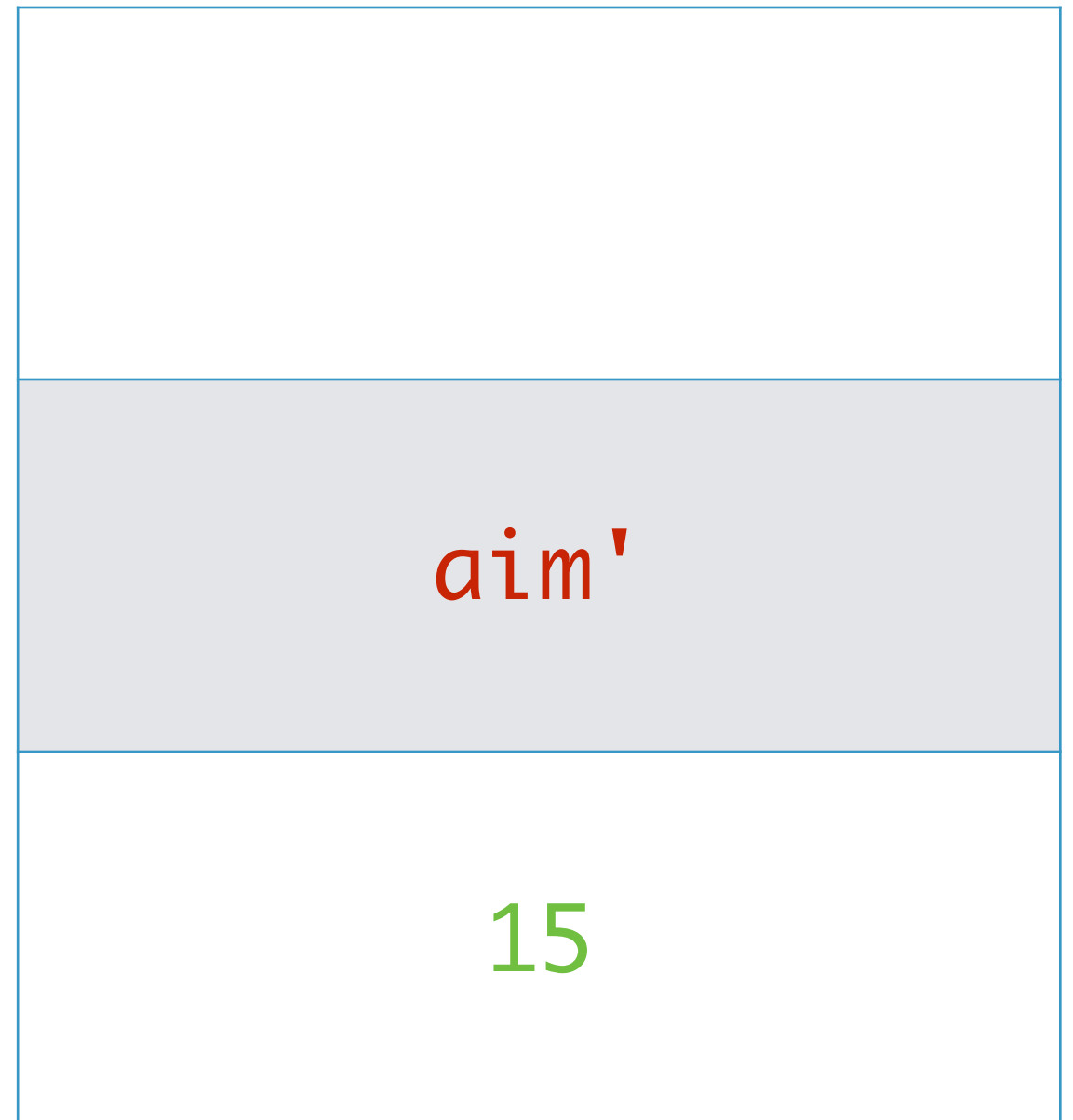


Main:

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

Shoot:

20 fire' store
return

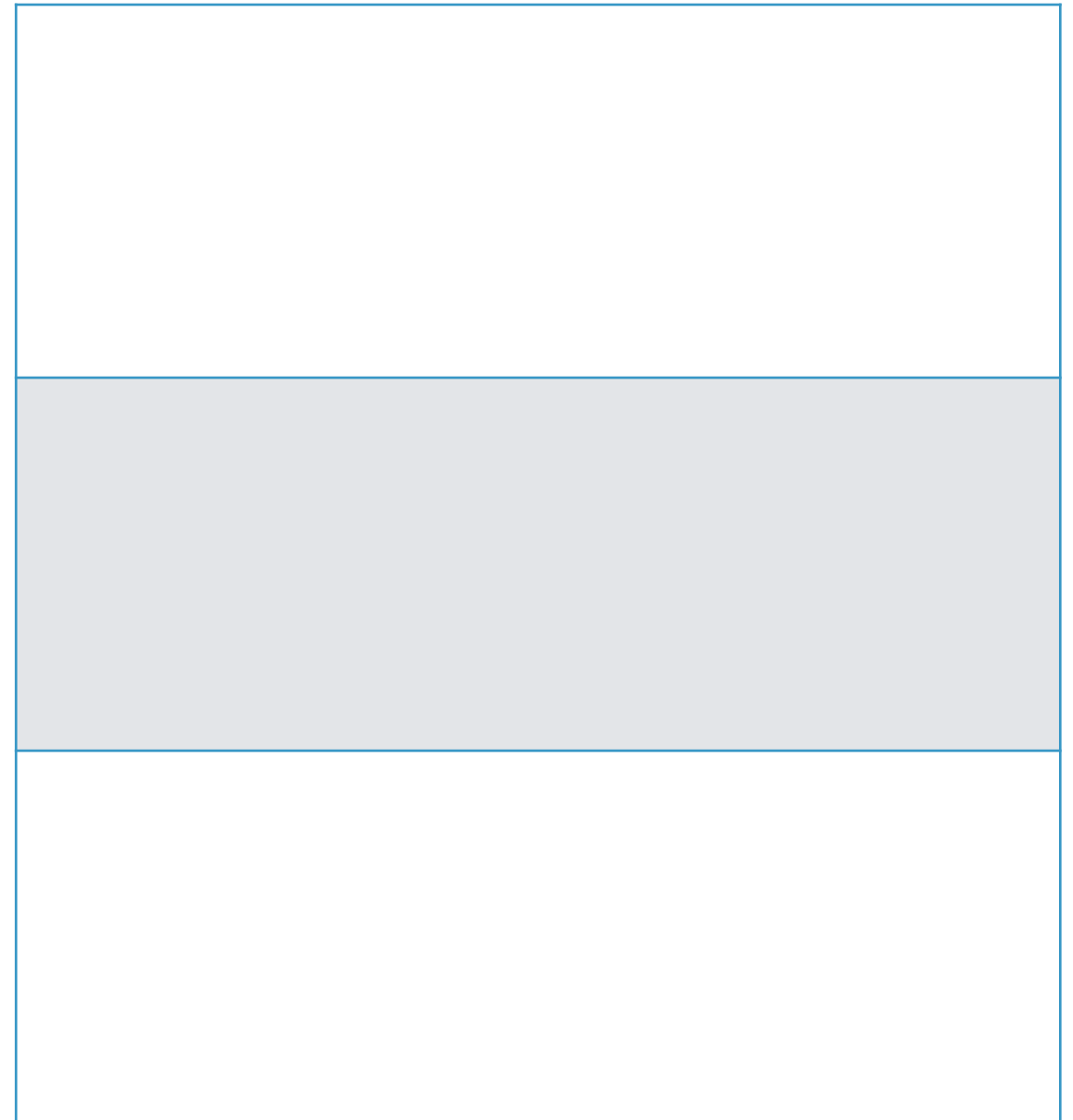


Main:

→ aim 5 + aim' store
range 0 > Shoot↑if
Main jump

Shoot:

20 fire' store
return



Main:

aim 5 + aim' store

→ range 0 > Shoot if
Main jump

Shoot:

20 fire' store

return



Main:

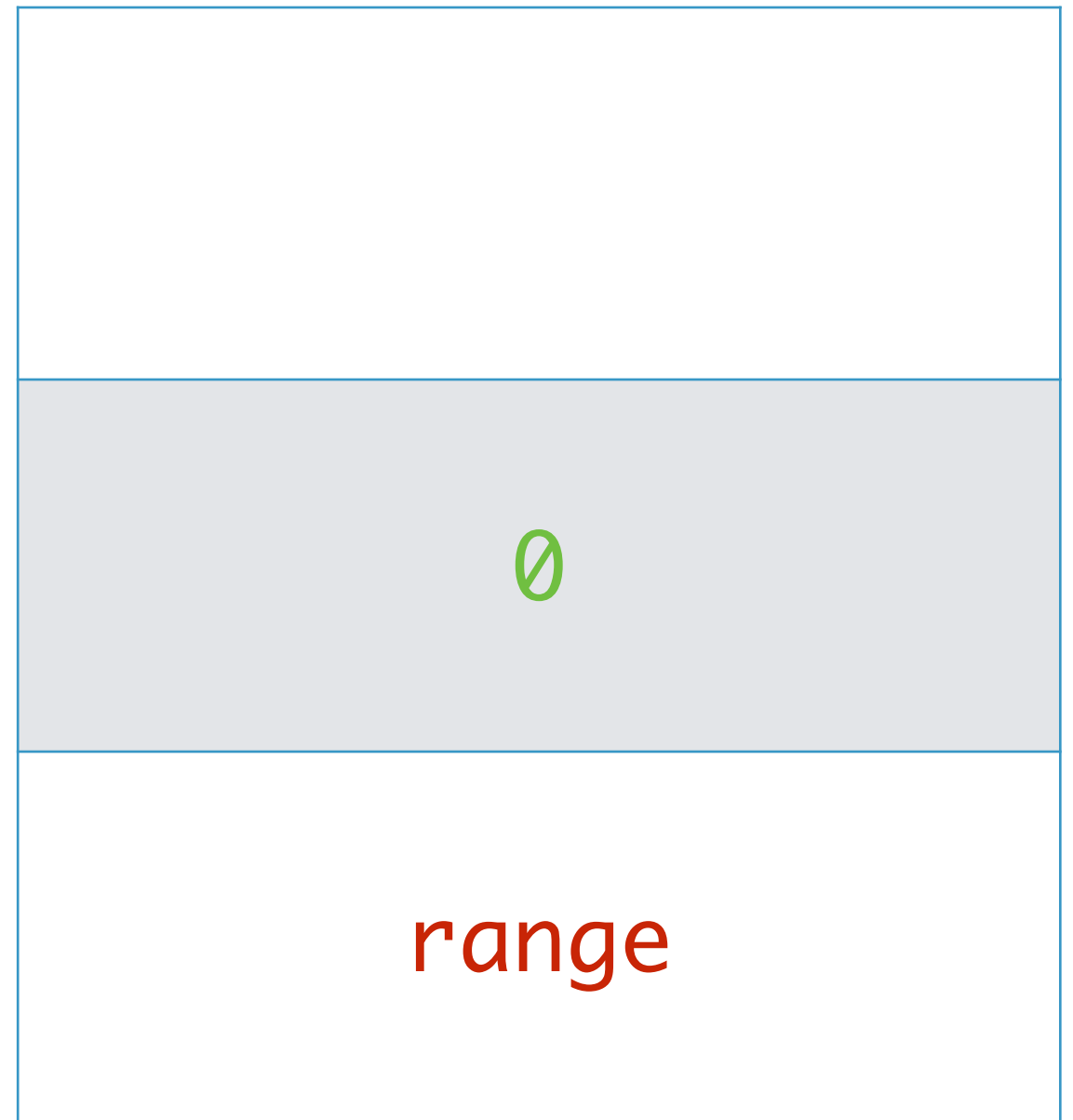
aim 5 + aim' store

→ range 0 > Shoot if
Main jump

Shoot:

20 fire' store

return



Main:

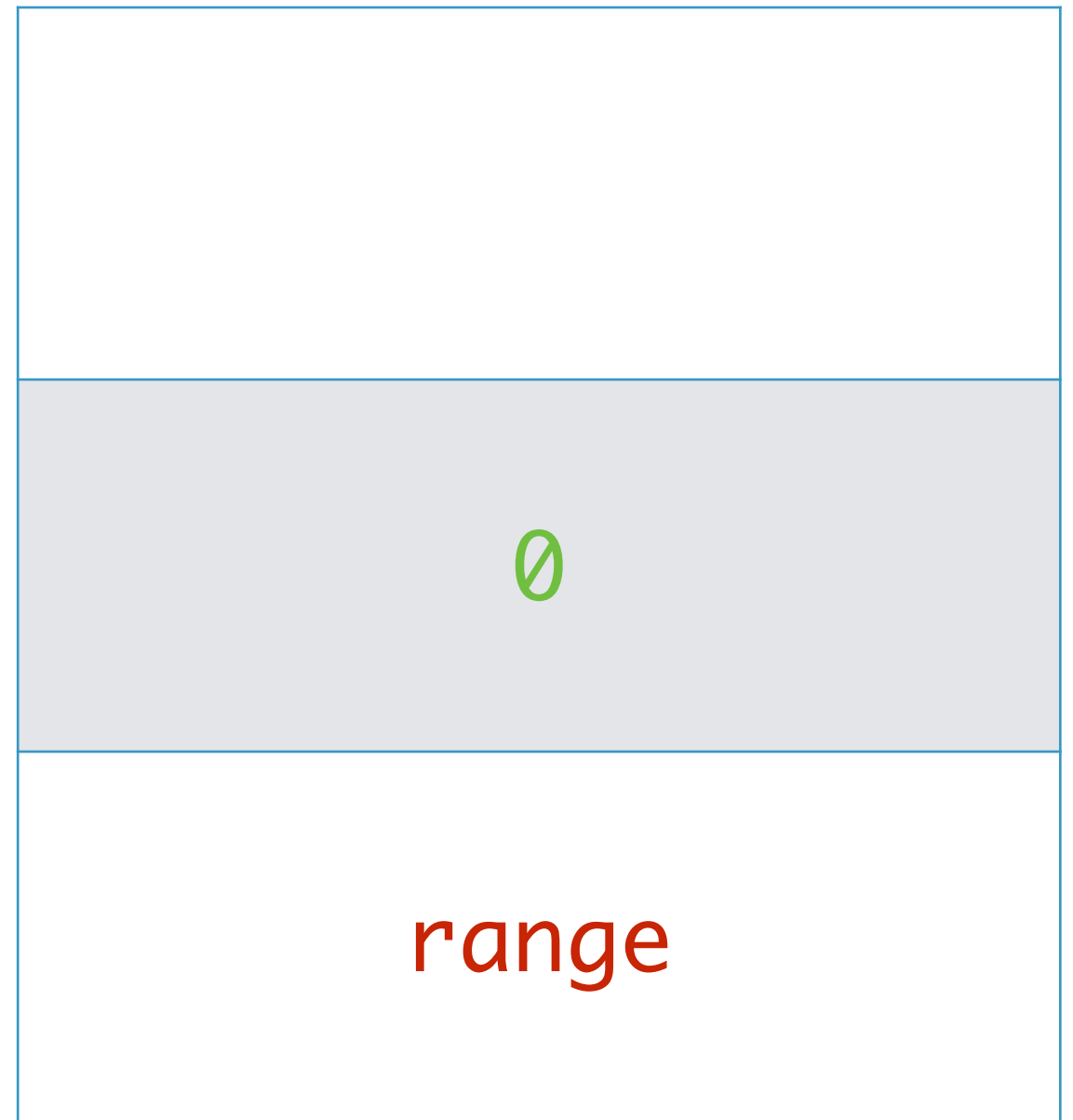
aim 5 + aim' store

→ range 0 > Shoot if
Main jump

Shoot:

20 fire' store

return



Main:

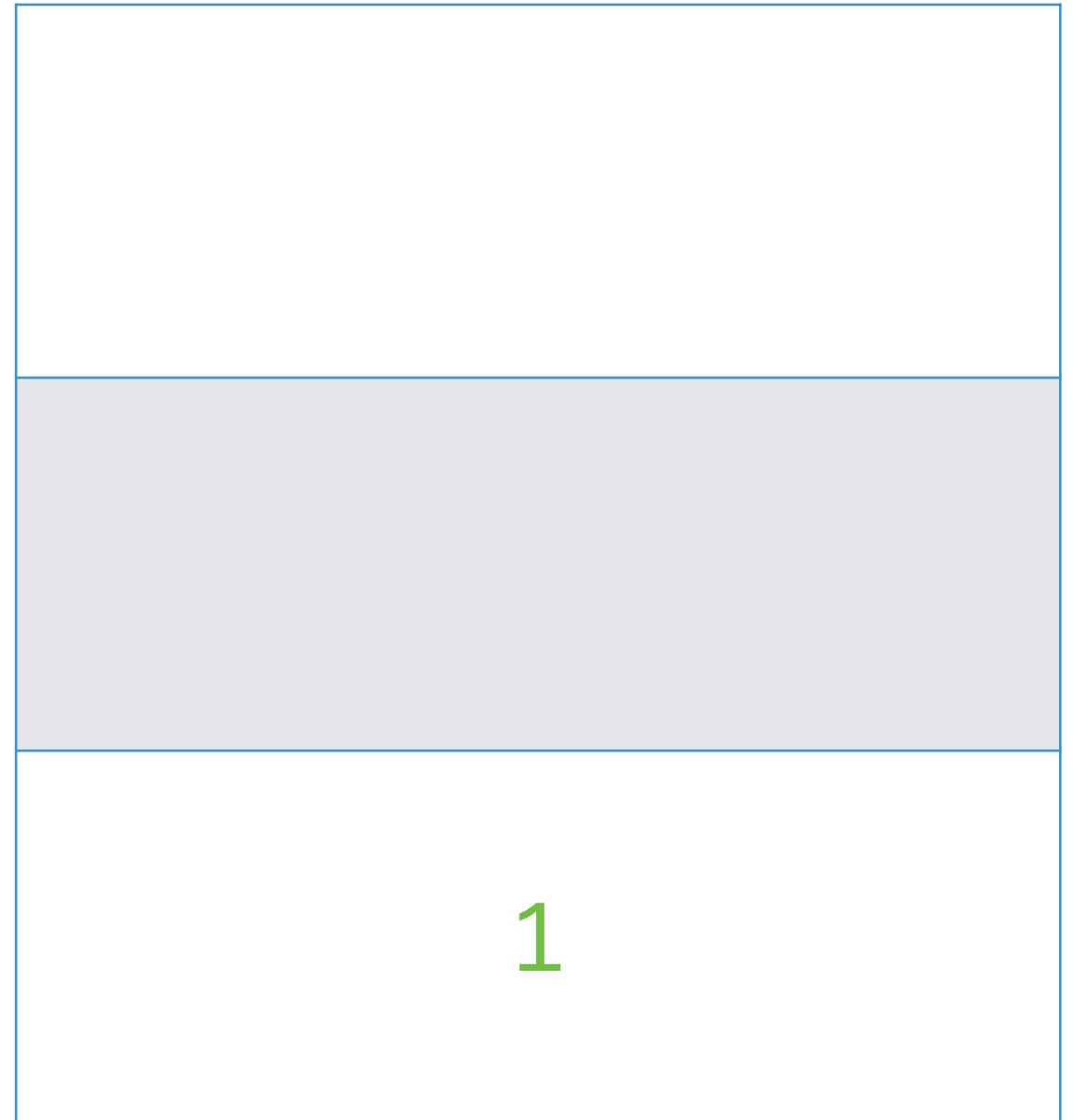
aim 5 + aim' store

→ range 0 > Shoot if
Main jump

Shoot:

20 fire' store

return



Main:

aim 5 + aim' store

➔ range 0 > Shoot if
Main jump ↑

Shoot:

20 fire' store

return



Main:

aim 5 + aim' store

➔ range 0 > Shoot if
Main jump



Shoot:

20 fire' store

return



Main:

aim 5 + aim' store

➔ range 0 > Shoot if
Main jump ↑

Shoot:

20 fire' store

return

<return point>

Main:

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

➔ Shoot:

20 fire' store
return



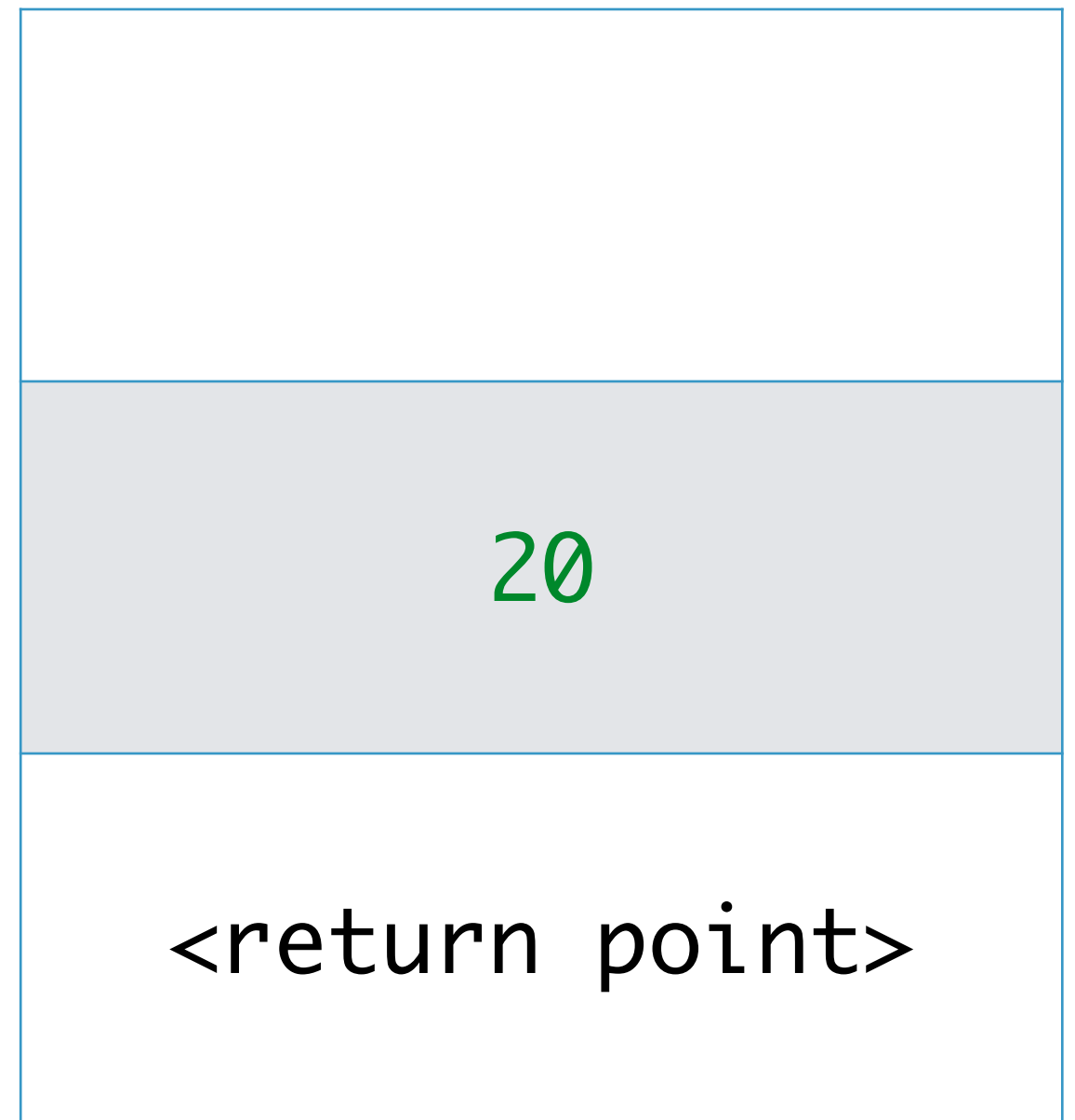
<return point>

Main:

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

Shoot:

➡ 20 fire' store
↑ return



Main:

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

Shoot:

➡ 20 fire' store
return

fire'

20

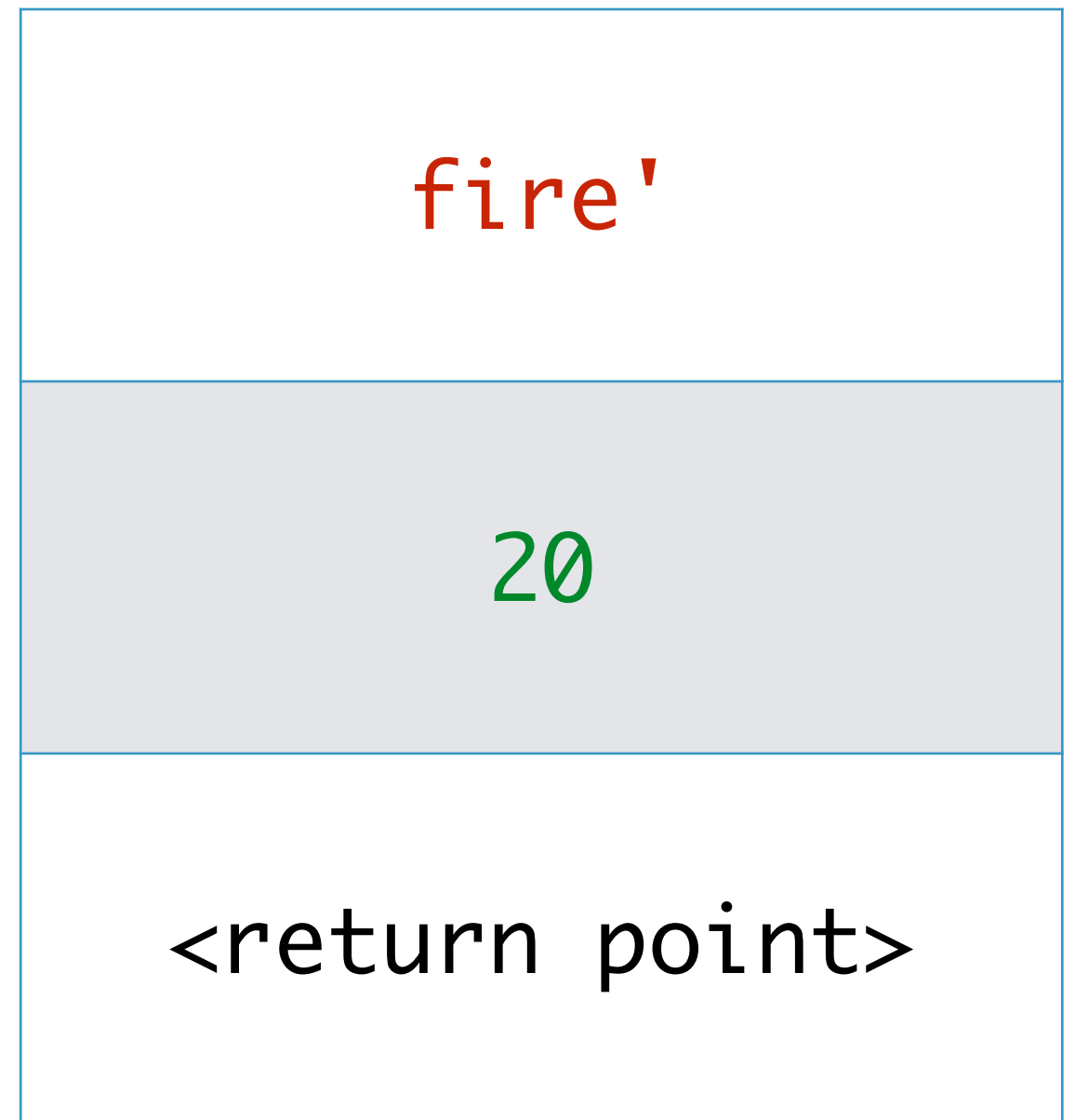
<return point>

Main:

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

Shoot:

➔ 20 fire' store
return ↑



Main:

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

Shoot:

➡ 20 fire' store
return ↑

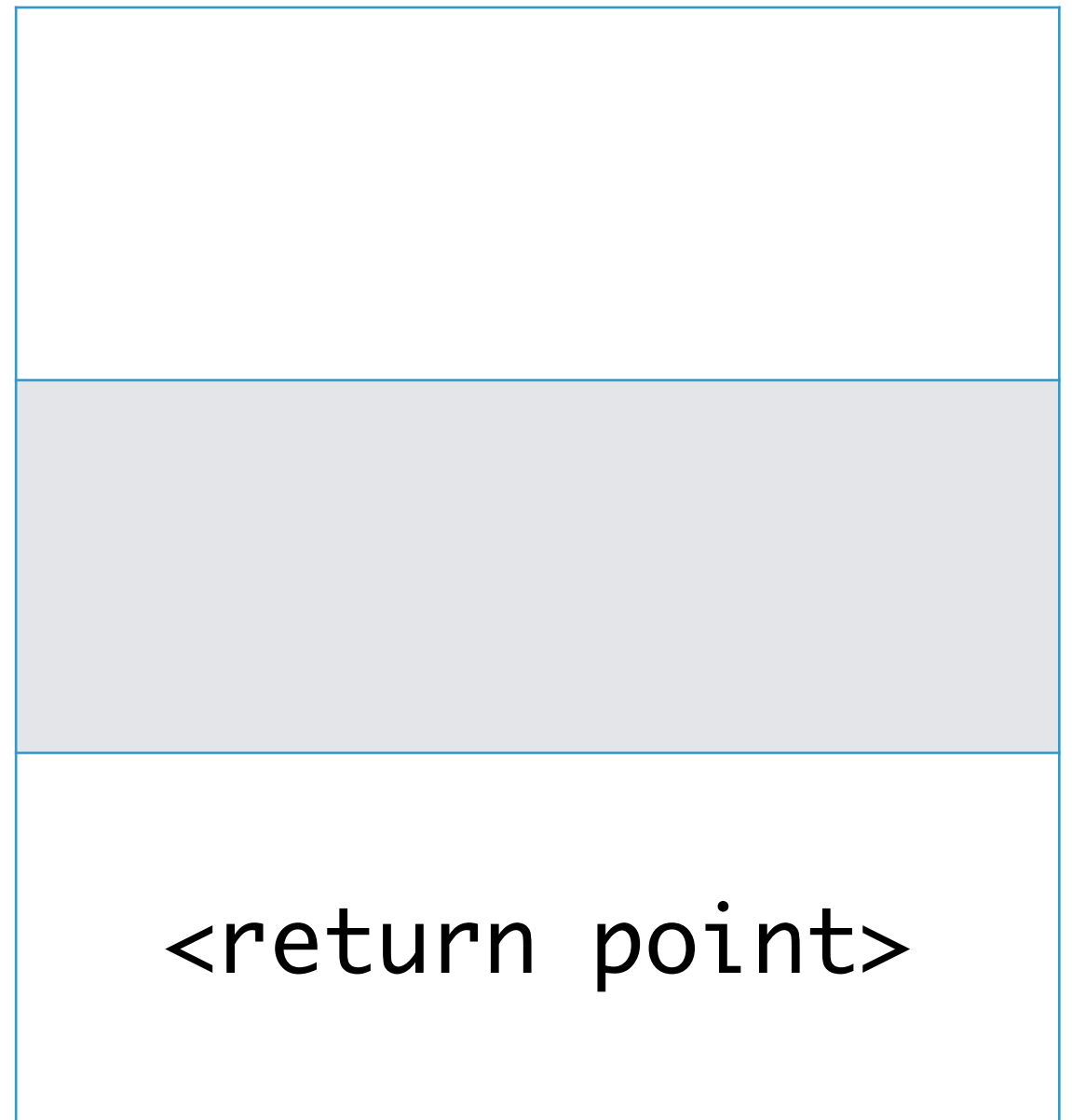
<return point>

Main:

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

Shoot:

20 fire' store
return

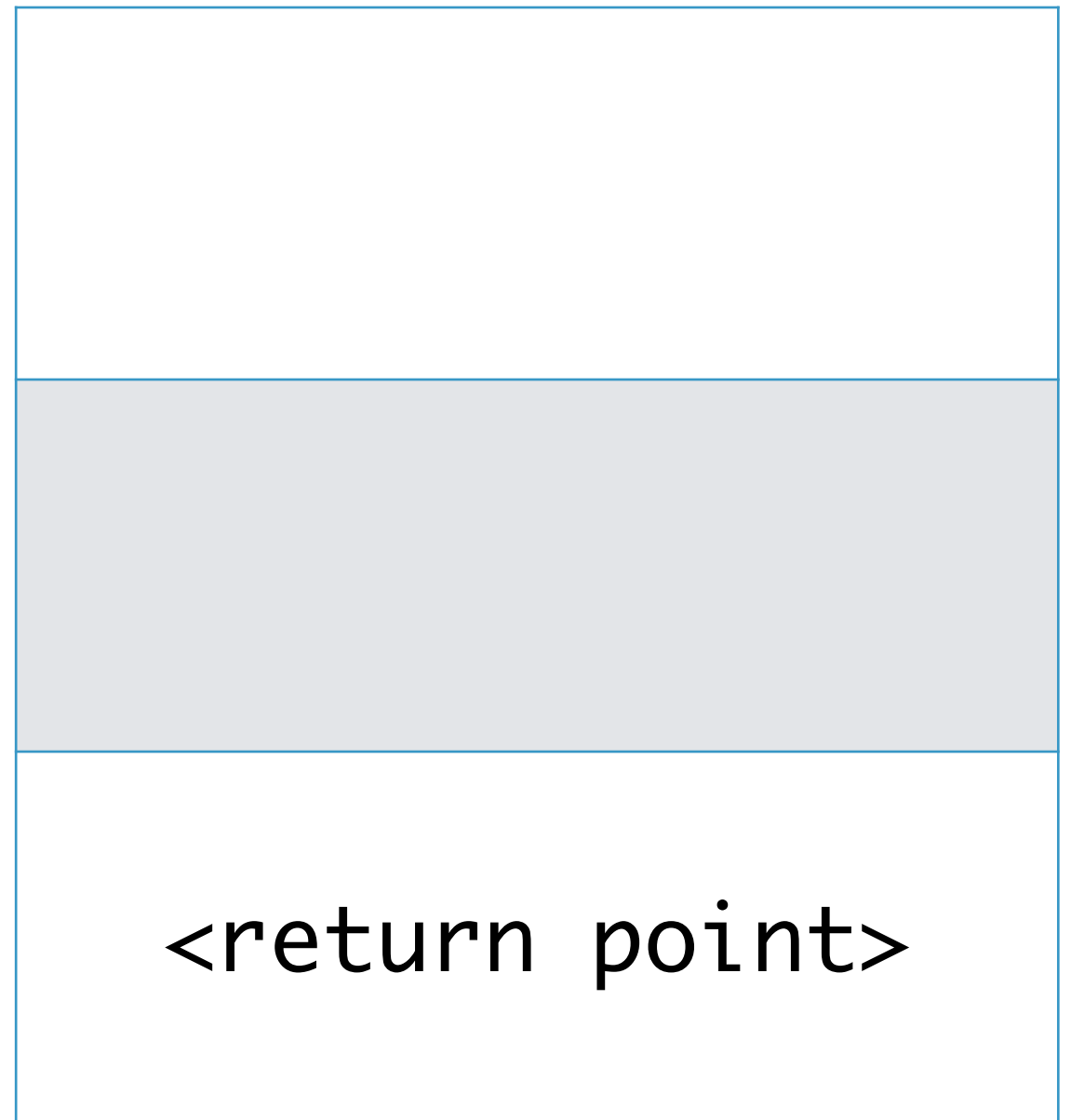


Main:

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

Shoot:

20 fire' store
return



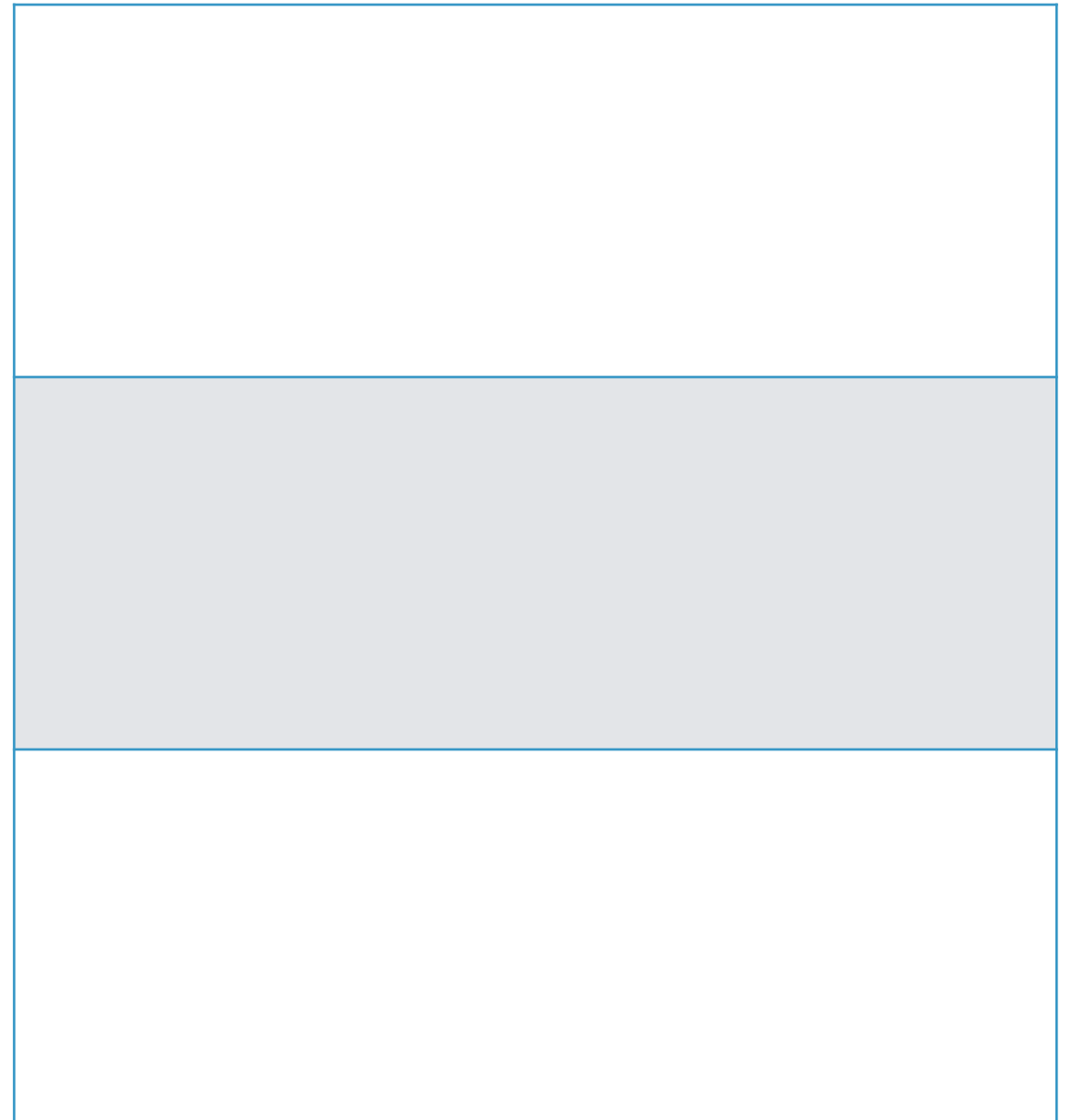
Main:

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



Shoot:

20 fire' store
return



Main:

aim 5 + aim' store

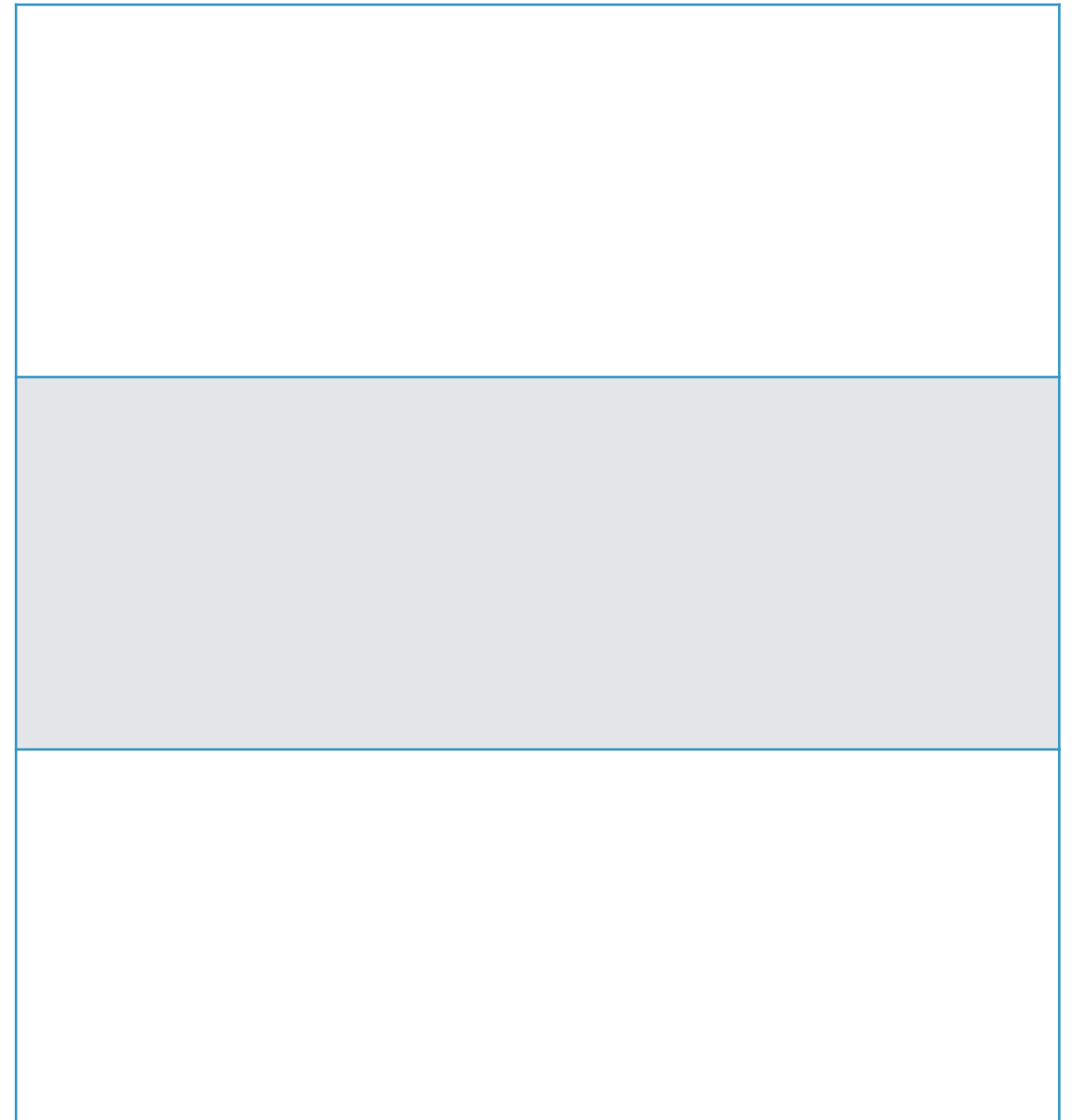
range 0 > Shoot if

➔ Main jump

Shoot:

20 fire' store

return



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

Shoot:
20 fire' store
return

