Max Stetter
CS - 4300

Agent	Average
1	-411.4420651327499
2	-169.44207681109881
3	-102.10958332418836

Agent 1:

This was the first agent that I designed and thus it is the most basic. The reflexes here are if it is moving down too quickly, activate the main thruster. Once it is above a certain vy value it turns the main thruster back off. The other main reflex of this agent is when the vx is negative activate the left thruster and when the vx is positive, activate the right thruster. This makes for a very bad agent that is just worried about what direction it is going.

Agent 2:

The second agent that I designed was more focused on keeping the lunar lander upright. This called for a slow descent speed as well as reacting to the v_angle. This reflex agent keeps the lander descended at a really low rate and if there is any degree of angle it counters it by firing the opposing thruster. This resulted in a lander that was really stable but it could not control where it would land.

Agent 3:

The third agent was the best performing agent with an average of about -100. This reflex agent's goal was to get into the flags. By incorporating what I learned from agent 1 and agent 2, I combined them and also started to account for the landers x position. When it is outside of the flags it will fire the counter thruster. It also accounts for the xv so that it doesn't accelerate too fast.