Game Platform

Platform

- Load gameobjects
- Generate map
- Draw to screen

Send game information →

Grid

- Create grid
- Load nodes
- Draw to Gizmos

Start agent →

Agent

Initialize agent

Load map
Load grid

While not game over

- Update map
- Update agents
- Update bombs
- Draw to screen

Send game information →

- Update grid
- Update nodes
- Draw to Gizmos

Send action ←

Send game information →

Send action ←

Decides next action

While not game over

- Display results
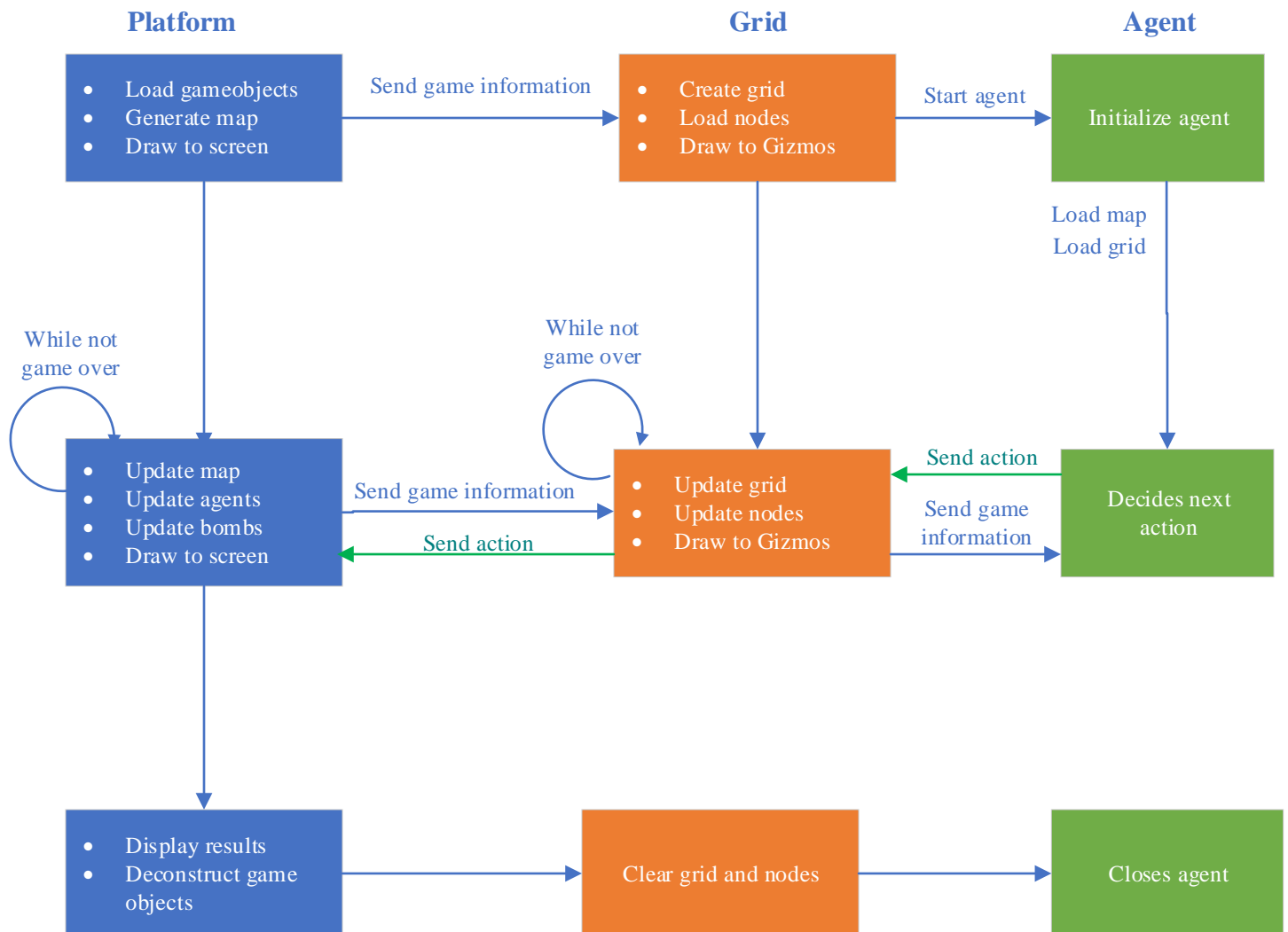- Deconstruct game objects

Clear grid and nodes

Closes agent

Pseudo code: Game Platform

```
1:  procedure MAIN
2:    Load map and grid
3:    Initialize agents
4:    Create a thread for each AI agent
5:    while game is not over do
6:      Update map and grid
7:      Update agents movements
8:      Update screen
9:      if all agents are dead, there is only one alive, or time is 0 then
10:       game is over
11:     else
12:       take next action
13:     Send updates to all the agents
14:     Draw everything to screen
```