

Rational Bedwars AI Agent

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Introduction



Bedwars is a fast-paced, mini-game within Minecraft where players defend their bed, gather resources, and eliminate opponents to become the last team standing. Players collect four distinct currencies—iron, gold, diamonds, and emeralds—each unlocking progressively stronger items and upgrades. We implement, an AI Agent to replicate this game as our project. As a very competitive mode in the gaming community it will be interesting to see how realistic it is to implement an AI version. We develop a CLI simulator to assess our AI agent. Effective bed defense and bridging techniques are crucial, and our simulator augments the classic arsenal with custom weapons, blocks, and utility items whose strengths and weaknesses mirror in-game dynamics.

What Is Bedwars

Bedwars is a popular multiplayer mini-game on Minecraft multiplayer servers like Hypixel.

- **Objective:** Each team's bed acts as a revive anchor. Protect your own bed while attempting to destroy those of opponents.
- **Respawning:** Once a team's bed is broken, its members can no longer revive upon death.
- **Victory Condition:** The last team with at least one surviving player wins the match.

The Four Currencies

1. **Iron Ingots** 
 - The most common resource, used to buy basic blocks (e.g., wool) and entry-level gear.
2. **Gold Ingots** 

- A step up from iron, gold purchases stronger items like pickaxes, shears, and some utility blocks.

3. **Diamonds**

- Spend diamonds for the Team Upgrades to permanently boost your base (e.g., faster mining, sharpness on swords).

4. **Emeralds**

- The rarest currency, emeralds buy top-tier weapons (e.g., diamond swords), blastproof blocks (obsidian), and powerful utilities.

All the currencies can be used in the shop to buy various items.

Motivation

Our team, made up of Tilak and Shreyaan, are gamers who have spent many hours playing Bedwars. We have noticed different play styles among players, such as:

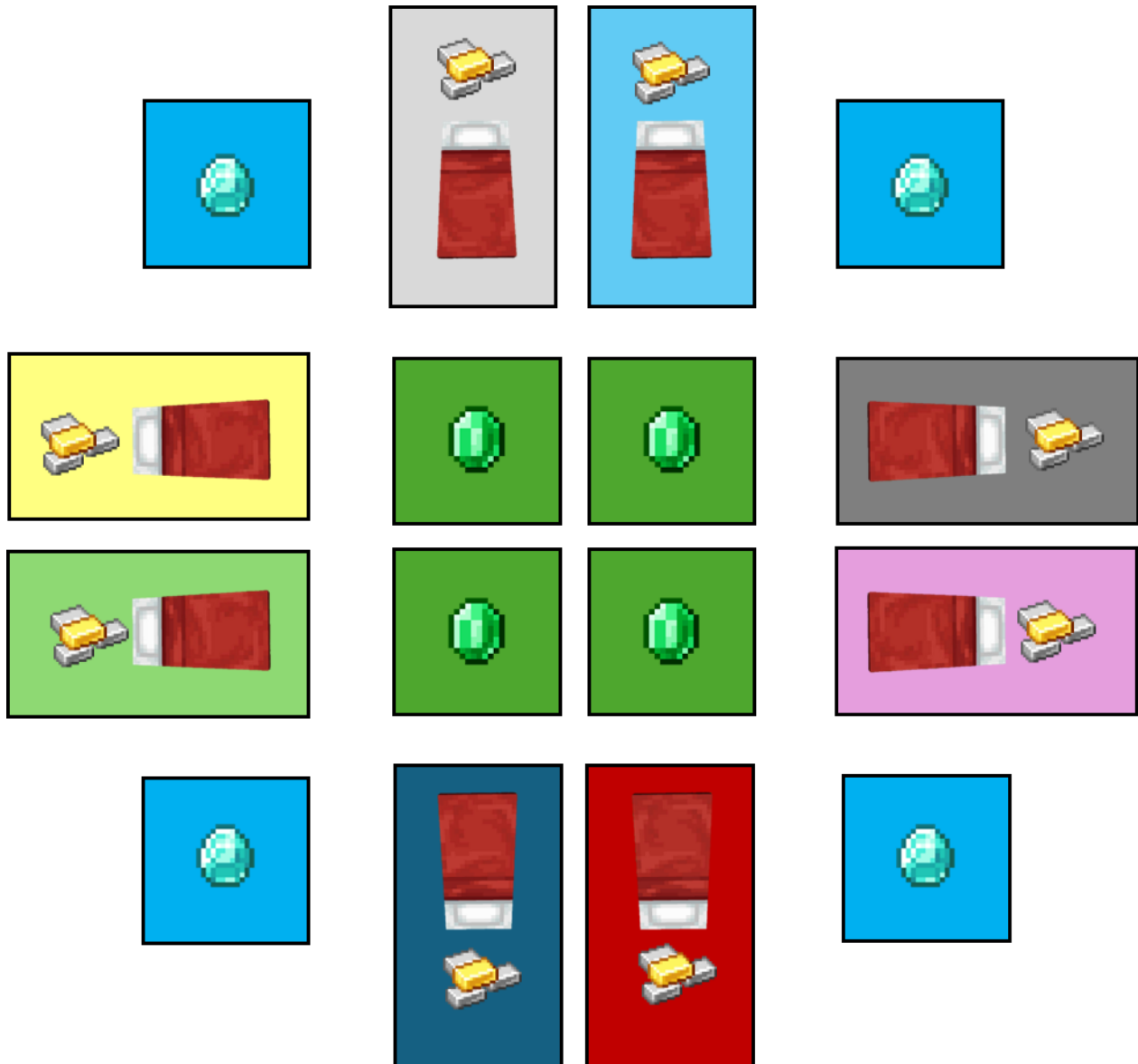
- Aggressive vs. Defensive behaviors.
- Players who perform better in direct combat versus those who are skilled at bridging.
- Tactics that differ from typical playstyles.

Based on our experience, the motivation for this project is to translate our intuitive and logical decisions during Bedwars into an algorithm.

We aim to explore questions like:

- AI Techniques: Can methods such as Minimax, Expectimax produce a realistic and effective AI player?
- Skill Impact: How important are fighting and bridging skills compared to overall strategic thinking?
- Prediction and Adaptation: Can a minimax strategy take calculated risks and plan ahead for such a long and complex game?

The simulation will allow users to watch the rational agent make decisions in real time. Opponents will follow policies according to their playstyles or be implemented as rational agents with different skill seeds to provide a range of competitive scenarios for evaluation.



Typical Map Structure

Bedwars maps generally feature:

- **Team Islands:** Each team spawns on its own island with an iron and gold generator and its bed at the center.

- **Side Islands:** strategic locations hosting diamond generators, encouraging early skirmishes.
- **Central Island:** the highest-value target with emerald generators; bridging here can yield a significant resource advantage.
- Since islands are separated by the “void” which is basically no floor which you can fall into and die, building bridges is very important.

Typical Game Progression







1. **Build Basic Bed Defense**
2. **Attack Neighbors or “Rush”**
3. **Collect and Manage Resources**
4. **Upgrade Defenses and Gear**
5. **Eliminate Remaining Teams**










Casual play often starts with rushing opponents using wool bridges, then retreats to reinforce the bed once resources accumulate

Simulator Items in Shop

In our simulator, we’ve introduced a variety of weapons, blocks, and tools.

Below is how they interact:

Item	Cost	Counters
Wood Sword  (default)	Free	Basic melee; easily outmatched by tier-upgraded swords.
Stone Sword 	10 iron	Counters wood with higher damage.
Iron Sword 	7 gold	Counters stone, deals more knockback.
Diamond Sword 	4 emeralds	Top melee option, overpowers iron.
16 Wool 	4 iron	Quick blocks; vulnerable to shears and aggressive rushes
12 Endstone 	24 iron	Requires a pickaxe to break so prevents early rushes.

Item	Cost	Counters
4 Obsidian 	4 emeralds	Ultimate defense; only diamond pickaxe or maniac miner breaks it.
Wood Pickaxe 	10 iron	Fast on endstone. Useless for Obsidian. Slow on wool.
Stone Pickaxe 	20 iron	Breaks endstone slowly; too weak for obsidian.
Iron Pickaxe 	12 gold	Ideal for endstone; cannot break obsidian.
Diamond Pickaxe 	20 gold	The only tool to swiftly break obsidian.
Shears 	20 iron	Instant wool removal; counters wool defenses.
Golden Apple 	3 gold	Heals + gives 4 extra hearts, helps against stronger players
Sharpness 	4 diamonds	Grants all swords extra damage permanently
Maniac Miner 	1 diamond	Grants faster mining permanently

Agent Policies and Micro-actions:

MineBlock.cs

BuildBridge.cs

Move.cs

CombatEncounter.cs

UseGoldenApple.cs

PlaceWool.cs

PlaceObsidian.cs

PlaceEndstone.cs

BuyDiamondSword.cs

... + Policies to buy every item available in the shop detailed above

Combat System

- Players are seeded with bridging skill and fighting skill
- Bridging allows players to traverse between islands quickly

- Players on a bridge are more experienced at fighting on bridges so they get an advantage
 - Players exchange hits at the same time when fighting. Minecraft combat relies heavily on who can click the fastest and get the first hit. So we use the fighting skill to calculate who gets the first hit.
 - Based on the hits one player survives and one dies
-

Analysis

Analysis of Bedwars AI Agent Strategic Performance

The simulation results show interesting patterns about different strategies in competitive environments that match what we see in both AI and human gameplay.

Optimal Agent Dominance in Equal Skill Conditions

When all agents have the same skill parameters, the OptimalPlayer consistently outperforms others. This shows how balanced decision-making that weighs long-term planning against immediate opportunities works well. The minimax algorithm lets the optimal agent look several moves ahead, model opponent responses, and select actions with the highest expected utility. When players have the same skill level, the one with better strategic planning wins. The priority weighting system in the utility function creates a decision framework that properly reflects game priorities.

Strategy Trumping Raw Skill

The fact that good strategy can overcome skill gaps reflects something fundamental about competitive games. In the Bedwars simulation, this happens through smart resource allocation and positioning. The evaluation function weights strategic positioning and resource control heavily, so an agent with better strategy can beat one with better combat skills. This happens in real gaming too - players who understand the meta often beat those

with better mechanics, especially in games with complex economies and multiple ways to win.

ResourcePlayer's Long-Game Effectiveness

The ResourcePlayer shows how economic advantage pays off in longer games. By focusing on collecting diamonds and emeralds, this agent gets better equipment and upgrades before fighting. Its power increases over time, making it dangerous in extended matches. This strategy trades early game presence for late-game strength - which works if not disrupted early. It's essentially a "greedy algorithm" approach to resource optimization that can work well in certain scenarios.

Optimal Agent's Planning-Execution Tradeoff

The optimal agent sometimes fails to execute its plans due to time constraints, highlighting a common AI challenge: balancing planning depth with execution speed. The minimax implementation with its depth parameter shows this tradeoff clearly. Deeper search allows better planning but uses resources that might be better spent on execution. This reflects "bounded rationality" - the idea that decisions must be made with limited computational resources. In gaming terms, it's the balance between thinking ahead and acting quickly.

Aggressive Strategy's Surprise Value

The AggressivePlayer's success through early aggression shows the value of unexpected approaches. By prioritizing immediate base destruction and combat over preparation, this agent creates pressure that methodical agents can't handle well. This is a form of "meta-strategy" where an action's value depends not just on the game state but on what the opponent expects. It works by exploiting gaps in the opponent's preparation rather than playing optimally in a vacuum.

Adaptive Optimization Against Known Strategies

The optimal agent winning consistently after learning to exploit specific weaknesses shows the power of adaptive strategy. This represents higher-level strategic thinking where the agent not only plans well but identifies and counters opponent patterns. In machine learning terms, it's like optimizing for a specific meta - maximizing performance against

known opponents potentially at the cost of flexibility against new ones. The implementation likely involved adjusting utility weights to specifically counter patterns shown by other agent types.

These results show how different approaches create a complex competitive environment similar to real strategic gaming. The mix of resource gathering, aggression, defense, and adaptation creates a rich strategic space where different approaches can succeed depending on context, timing, and opponent behavior. The code demonstrates how strategic planning algorithms can produce sophisticated behavior that captures the essence of competitive strategy games.

==== Summarized Simulation Results ====

Total simulations: 3

Red (Optimal) wins: 3 (100.0%)

Blue (Aggressive) wins: 0 (0.0%)

Green (Resource) wins: 0 (0.0%)

Yellow (Defensive) wins: 0 (0.0%)

Draws: 0 (0.0%)

Next Steps

Adding More Items to Incentivize Strategy Diversity

Implementing additional items like TNT, ender pearls, and invisibility potions. Expanding the Items namespace with specialized effects. Modifying agent utility functions to value these items appropriately. This would create more decision branches in the minimax tree and encourage varied playstyles.

Introduce Map Variations

Developing asymmetric island layouts and varying resource distributions. Creating a MapGenerator class with different templates. Evaluating agent performance across map types to identify environment-specific strategies. This would test pathfinding robustness and strategic adaptation to spatial constraints.

Implement Team Matches

Creating team-based game modes with shared beds. Developing inter-agent communication protocols for coordinated actions. Adding collaborative utility functions that consider teammate states. Implementing specialized roles within teams (defender, resource collector, attacker). This would test emergence of cooperative strategies without explicit programming.

Enhance Match Timing Realism

Calibrating action durations to match realistic gameplay speeds. Implementing variable tick rates for different game phases. Adding resource scaling that increases generation rates over time. This would better simulate real match progression and time pressure on decision-making.

Add Sudden Death Mode

Implementing a final phase where dragons spawn which are environmental hazards that appear in late game. This would test agent adaptation to dramatic rule changes mid-match and force decisive actions.

Appendix A: Additional Simulator Specifications

Appendix B: Simulation Excerpt Below Appendix A

Island and Resource System

The map is modeled as a network of interconnected islands. The island hierarchy begins with the abstract `AIland` base class, which is extended by specialized island types: `BedIsland` (player home bases with destructible beds), `DiamondIsland` (generates diamonds), and `EmeraldIsland` (generates emeralds). Islands are connected through the `Connection` class that models bridging mechanics.

Resources are generated through `Generator` instances that accumulate resources at island-specific rates. The resource economy follows a tiered structure: iron and gold are common resources generated at bed islands, while diamonds and emeralds are rarer resources from specialized islands. This resource distribution creates strategic points of interest and encourages conflict between players.

Player Framework

The Player class implements the fundamental player mechanics, including inventory management, health tracking, and strategic decision-making. Each player maintains a home BedIsland, and the loss of this bed results in permadeath upon subsequent elimination. The different player types (OptimalPlayer, AggressivePlayer, ResourcePlayer, and DefensivePlayer) extend this base class with specialized decision-making strategies, creating a diverse competitive environment.

Command Pattern Implementation

The system implements the Command design pattern through the ICommand interface, creating a flexible abstraction for player actions. Commands include movement (Move), resource collection, combat (CombatEncounter), construction (BuildBridge), mining (MineBlockCommand), and purchasing items. This pattern enables scheduling of time-consuming actions through the ScheduledAction class, which manages execution timing and provides a clean separation between decision-making and action execution.

AI Decision-Making Architecture

The most sophisticated component is the BedwarsAIAgent class, which implements a multi-faceted decision-making system. The agent employs a hybrid approach combining:

Strategic Goal Formation: The agent categorizes its high-level objectives into four strategic goals: resource gathering, bed destruction, base defense, and player elimination. Goal selection considers game phase, resource levels, threat assessment, and opportunity recognition.

Minimax Decision Tree: For complex decisions, the agent employs a minimax algorithm with alpha-beta pruning to evaluate the expected utility of different action sequences. This allows for strategic planning with a lookahead depth of several actions, considering potential opponent responses.

Utility-Based Evaluation: Game states are evaluated using a sophisticated utility function that incorporates multiple weighted factors including bed status, player health, resource control, defensive positioning, and combat advantage.

Priority-Based Action Selection: Actions are evaluated with numerical priority weights like BED_DESTROY_PRIORITY (10000), PLAYER_KILL_PRIORITY (2000), and RESOURCE_PRIORITY (500), allowing the agent to make contextually appropriate trade-offs.

Situational Reactivity: The agent implements immediate reactions to high-priority situations (like direct bed breaking opportunities or combat encounters) that bypass the normal decision-making process.

Pathfinding Logic: For movement decisions, the agent implements a breadth-first search algorithm to calculate distances between islands and determine optimal movement paths toward strategic targets.

Player Strategy Differentiation

The system implements four distinct player strategies that follow different decision heuristics:

OptimalPlayer: Uses the full minimax-based decision making of the BedwarsAI Agent, balancing long-term strategy with immediate opportunities.

AggressivePlayer: Implements a modified decision tree that heavily prioritizes combat and bed destruction, sometimes sacrificing preparation and resource gathering for early aggression.

ResourcePlayer: Focuses on resource control and upgrades before engaging in combat, implementing a greedy algorithm for resource collection with strategic pathing to resource islands.

DefensivePlayer: Prioritizes base fortification and implements a conservative combat threshold, typically only engaging when it has a clear advantage or when defending its home island.

AI Agent Decision Logic Flow

The BedwarsAI Agent implements a sophisticated decision-making pipeline:

State Assessment: The agent begins by evaluating the current game state, including resource levels, player positions, bed status, and immediate threats.

Opportunistic Action Detection: Before standard decision-making, the agent checks for high-value immediate opportunities like breaking an exposed bed or engaging a vulnerable enemy.

Strategic Goal Determination: Based on the assessment, the agent selects one of the four strategic goals, incorporating goal "stickiness" to prevent erratic strategy switching.

Action Generation: The agent generates candidate actions appropriate to the selected goal, implementing domain-specific knowledge through methods like

`GenerateResourceGatheringActions` and `GenerateBedDestroyingActions`.

Action Filtering: Generated actions are filtered for viability based on resource availability, equipment status, and environmental conditions.

Action Evaluation: The agent evaluates actions either through direct utility assessment (for combat) or minimax lookahead (for strategic actions).

Execution: The selected action is executed through the command pattern system.

Combat Simulation Model

The combat system implements a probabilistic model based on player combat skill and equipment. The `CombatEncounter` command manages the exchange of damage between players, incorporating randomness weighted by skill levels. Special conditions like bridge combat can trigger critical hits based on bridging skill comparisons, adding tactical depth to player positioning.

Game Progression Management

The GameState tracks game progression through tick counting and implements phase transitions, such as the bed-breaking phase when all beds are forcibly destroyed after a time limit. This creates a natural progression from early-game resource gathering to mid-game bed targeting and late-game player elimination.

Appendix B Simulation excerpt:

Tick 249600 Status:

Beds alive: 2

Players alive: 2

Red bed: Alive

Blue bed: DESTROYED

Green bed: DESTROYED

Yellow bed: Alive

Red player: Alive, Has bed: True

Blue player: DEAD, Has bed: False

Green player: DEAD, Has bed: False

Yellow player: Alive, Has bed: True

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

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Red selected action: Move

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Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

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Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyStoneSword

You bought a diamond sword.

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Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyStoneSword

You bought a diamond sword.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyStoneSword

You bought a diamond sword.

Tick 249800 Status:

Beds alive: 2

Players alive: 2

Red bed: Alive

Blue bed: DESTROYED

Green bed: DESTROYED

Yellow bed: Alive

Red player: Alive, Has bed: True

Blue player: DEAD, Has bed: False

Green player: DEAD, Has bed: False

Yellow player: Alive, Has bed: True

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyStoneSword

You bought a diamond sword.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyStoneSword

You bought a diamond sword.

Tick 249900 Status:

Beds alive: 2

Players alive: 2

Red bed: Alive

Blue bed: DESTROYED

Green bed: DESTROYED

Yellow bed: Alive

Red player: Alive, Has bed: True

Blue player: DEAD, Has bed: False

Green player: DEAD, Has bed: False

Yellow player: Alive, Has bed: True

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyStoneSword

You bought a diamond sword.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: Move

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyWool

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

Red goal: GatherResources

Red selected action: BuyStoneSword

**** TIME LIMIT REACHED - ALL BEDS WILL BREAK ****

Red bed was destroyed

Yellow bed was destroyed

**** ALL BEDS HAVE BEEN DESTROYED - LAST PLAYER STANDING WINS ****

You bought a diamond sword.

Tick 250000 Status:

Beds alive: 0

Players alive: 2

Red bed: DESTROYED

Blue bed: DESTROYED

Green bed: DESTROYED

Yellow bed: DESTROYED

Red player: Alive, Has bed: False

Blue player: DEAD, Has bed: False

Green player: DEAD, Has bed: False

Yellow player: Alive, Has bed: False

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=False

*** Red executing SURVIVAL action ***

You bought an iron sword.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=True

*** Red executing SURVIVAL action ***

Red moved from BedwarsAI.BedIsland to BedwarsAI.BedIsland.

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=True

*** Red executing SURVIVAL action ***

Red moved from BedwarsAI.BedIsland to BedwarsAI.BedIsland.

Player Yellow does not have enough endstone blocks to add a defense layer to Yellow's bed

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=True

*** Red executing SURVIVAL action ***

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Red AI thinking: Health=14, Island=DiamondIsland, HasPickaxe=True, HasSword=True

*** Red executing SURVIVAL action ***

Red hits Yellow! Remaining HP: 9

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=True

*** Red executing SURVIVAL action ***

Yellow hits Red! Remaining HP: 13

Red hits Yellow! Remaining HP: 8

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Red AI thinking: Health=13, Island=DiamondIsland, HasPickaxe=True, HasSword=True

*** Red executing SURVIVAL action ***

Yellow hits Red! Remaining HP: 12

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Yellow hits Red! Remaining HP: 11

Red hits Yellow! Remaining HP: 7

Red AI thinking: Health=11, Island=BedIsland, HasPickaxe=True, HasSword=True

*** Red executing SURVIVAL action ***

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Red AI thinking: Health=11, Island=DiamondIsland, HasPickaxe=True, HasSword=True

*** Red executing SURVIVAL action ***

Yellow hits Red! Remaining HP: 10

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Yellow hits Red! Remaining HP: 9

Red AI thinking: Health=9, Island=BedIsland, HasPickaxe=True, HasSword=True

*** Red executing SURVIVAL action ***

Red hits Yellow! Remaining HP: 6

Yellow hits Red! Remaining HP: 8

Red hits Yellow! Remaining HP: 5

Red AI thinking: Health=8, Island=BedIsland, HasPickaxe=True, HasSword=True

*** Red executing SURVIVAL action ***

Red hits Yellow! Remaining HP: 4

Red AI thinking: Health=14, Island=BedIsland, HasPickaxe=True, HasSword=True

*** Red executing SURVIVAL action ***

Yellow hits Red! Remaining HP: 13

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Red AI thinking: Health=13, Island=DiamondIsland, HasPickaxe=True, HasSword=True

*** Red executing SURVIVAL action ***

Yellow hits Red! Remaining HP: 12

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Red AI thinking: Health=12, Island=BedIsland, HasPickaxe=True, HasSword=True

*** Red executing SURVIVAL action ***

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Yellow hits Red! Remaining HP: 11

Red hits Yellow! Remaining HP: 3

Red AI thinking: Health=11, Island=DiamondIsland, HasPickaxe=True, HasSword=True

*** Red executing SURVIVAL action ***

Red hits Yellow! Remaining HP: 2

Red moved from BedwarsAI.DiamondIsland to BedwarsAI.BedIsland.

Red AI thinking: Health=11, Island=BedIsland, HasPickaxe=True, HasSword=True

*** Red executing SURVIVAL action ***

Red hits Yellow! Remaining HP: 1

Red moved from BedwarsAI.BedIsland to BedwarsAI.DiamondIsland.

Red hits Yellow! Remaining HP: 0

Yellow has died.

**** GAME OVER ****

Beds alive: 0

Players alive: 1

**** GAME OVER ****

Beds alive: 0

Players alive: 1

Game over! Winner: Red

Match ended after 250032 ticks.

Final Bed Status:

Red: DESTROYED

Blue: DESTROYED

Green: DESTROYED

Yellow: DESTROYED

Final Player Status:

Red: Alive, Has Bed: False

Blue: DEAD, Has Bed: False

Green: DEAD, Has Bed: False

Yellow: DEAD, Has Bed: False

**** GAME OVER ****

Beds alive: 0

Players alive: 1

**** GAME OVER ****

Beds alive: 0

Players alive: 1

Simulation 3 winner: Red

==== Simulation Results =====

Total simulations: 3

Red (Optimal) wins: 3 (100.0%)

Blue (Aggressive) wins: 0 (0.0%)

Green (Resource) wins: 0 (0.0%)

Yellow (Defensive) wins: 0 (0.0%)

Draws: 0 (0.0%)

Simulation testing complete!

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