

=====

2

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```
[Entity(5,2,<EntityType.BUILDER_BASE: 2>,Vec2Int(5,5),300,True),
Entity(6,2,<EntityType.BUILDER_UNIT: 3>,Vec2Int(4,4),10,True),
Entity(2885,None,<EntityType.RESOURCE: 8>,Vec2Int(14,4),30,True),
Entity(2942,None,<EntityType.RESOURCE: 8>,Vec2Int(13,4),30,True),
Entity(2943,None,<EntityType.RESOURCE: 8>,Vec2Int(13,3),30,True),
Entity(2990,None,<EntityType.RESOURCE: 8>,Vec2Int(12,4),30,True),
Entity(2991,None,<EntityType.RESOURCE: 8>,Vec2Int(12,3),30,True),
Entity(2992,None,<EntityType.RESOURCE: 8>,Vec2Int(12,2),30,True),
Entity(3034,None,<EntityType.RESOURCE: 8>,Vec2Int(11,1),30,True),
Entity(3074,None,<EntityType.RESOURCE: 8>,Vec2Int(10,0),30,True),
Entity(3108,None,<EntityType.RESOURCE: 8>,Vec2Int(9,1),30,True),
Entity(3109,None,<EntityType.RESOURCE: 8>,Vec2Int(9,0),30,True),
Entity(3141,None,<EntityType.RESOURCE: 8>,Vec2Int(8,14),30,True),
Entity(3142,None,<EntityType.RESOURCE: 8>,Vec2Int(8,1),30,True),
Entity(3143,None,<EntityType.RESOURCE: 8>,Vec2Int(8,0),30,True),
Entity(3181,None,<EntityType.RESOURCE: 8>,Vec2Int(7,14),30,True),
Entity(3182,None,<EntityType.RESOURCE: 8>,Vec2Int(7,13),30,True),
Entity(3183,None,<EntityType.RESOURCE: 8>,Vec2Int(7,1),30,True),
Entity(3184,None,<EntityType.RESOURCE: 8>,Vec2Int(7,0),30,True),
Entity(3221,None,<EntityType.RESOURCE: 8>,Vec2Int(6,14),30,True),
Entity(3222,None,<EntityType.RESOURCE: 8>,Vec2Int(6,13),30,True),
Entity(3223,None,<EntityType.RESOURCE: 8>,Vec2Int(6,1),30,True),
Entity(3224,None,<EntityType.RESOURCE: 8>,Vec2Int(6,0),30,True),
Entity(3253,None,<EntityType.RESOURCE: 8>,Vec2Int(5,1),30,True),
Entity(3254,None,<EntityType.RESOURCE: 8>,Vec2Int(5,0),30,True),
Entity(3280,None,<EntityType.RESOURCE: 8>,Vec2Int(4,1),30,True),
Entity(3281,None,<EntityType.RESOURCE: 8>,Vec2Int(4,0),30,True),
Entity(3309,None,<EntityType.RESOURCE: 8>,Vec2Int(3,1),30,True),
Entity(3310,None,<EntityType.RESOURCE: 8>,Vec2Int(3,0),30,True),
Entity(3341,None,<EntityType.RESOURCE: 8>,Vec2Int(2,1),30,True),
Entity(3342,None,<EntityType.RESOURCE: 8>,Vec2Int(2,0),30,True),
Entity(3380,None,<EntityType.RESOURCE: 8>,Vec2Int(1,2),30,True),
Entity(3381,None,<EntityType.RESOURCE: 8>,Vec2Int(1,1),30,True),
Entity(3382,None,<EntityType.RESOURCE: 8>,Vec2Int(1,0),30,True),
Entity(3420,None,<EntityType.RESOURCE: 8>,Vec2Int(0,2),30,True),
Entity(3421,None,<EntityType.RESOURCE: 8>,Vec2Int(0,1),30,True),
Entity(3422,None,<EntityType.RESOURCE: 8>,Vec2Int(0,0),30,True)]
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```
{<EntityType.HOUSE: 1>: EntityProperties(3,50,500,False,5,0,50,50,5,0,None,None,None),
<EntityType.RANGED_UNIT: 7>: EntityProperties(1,30,300,True,-
0,1,10,30,10,0,None,AttackProperties(5,5,False),None), <EntityType.BUILDER_UNIT: 3>:
EntityProperties(1,10,100,True,0,1,10,10,10,0,BuildProperties([<EntityType.HOUSE: 1>,
<EntityType.WALL: 0>, <EntityType.BUILDER_BASE: 2>, <EntityType.MELEE_BASE: 4>,
<EntityType.RANGED_BASE: 6>, <EntityType.TURRET: 9>],-
5),AttackProperties(1,1,True),RepairProperties([<EntityType.HOUSE: 1>, <EntityType.WALL:
0>, <EntityType.BUILDER_UNIT: 3>, <EntityType.MELEE_UNIT: 5>, <EntityType.RANGED_UNIT:
7>, <EntityType.BUILDER_BASE: 2>, <EntityType.MELEE_BASE: 4>, <EntityType.RANGED_BASE:
6>, <EntityType.TURRET: 9>],1)), <EntityType.BUILDER_BASE: 2>:
EntityProperties(5,500,5000,False,-
5,0,300,500,5,0,BuildProperties([<EntityType.BUILDER_UNIT: 3>],None),None,None),
<EntityType.TURRET: 9>: EntityProperties(2,50,500,False,-
0,0,100,50,10,0,None,AttackProperties(5,5,False),None), <EntityType.RANGED_BASE: 6>:
EntityProperties(5,500,5000,False,-
5,0,300,500,5,0,BuildProperties([<EntityType.RANGED_UNIT: 7>],None),None,None),
<EntityType.MELEE_BASE: 4>: EntityProperties(5,500,5000,False,-
5,0,300,500,5,0,BuildProperties([<EntityType.MELEE_UNIT: 5>],None),None,None),
<EntityType.MELEE_UNIT: 5>: EntityProperties(1,20,200,True,-
0,1,50,20,10,0,None,AttackProperties(1,5,False),None), <EntityType.WALL: 0>:
EntityProperties(1,10,10,False,0,0,50,10,2,0,None,None,None), <EntityType.RESOURCE: 8>:
EntityProperties(1,0,0,False,0,0,30,0,0,1,None,None,None)}
```

ответ

```
Action({5: EntityAction(None, BuildAction(<EntityType.BUILDER_UNIT:  
3>, Vec2Int(10, 9)), AttackAction(None, AutoAttack(5, [])), None)})
```

ответ

```
Action({5: EntityAction(None, BuildAction(<EntityType.BUILDER_UNIT:  
3>, Vec2Int(10, 9)), AttackAction(None, AutoAttack(5, [])), None), 6:  
EntityAction(MoveAction(Vec2Int(79, 79), True, True), None, AttackAction(None, AutoAttack(10, -  
[<EntityType.RESOURCE: 8>])), None)})
```