Stage 1 – Reinforcement:

Our bot reinforces most threatened countries.

First, it checks the number of enemy(player) troops around a country, then if no country is found, it takes into consideration neutral countries.

Stage 2 – Reinforce Neutral:

We add troops to neutral countries where the enemy player has most of his troops.

Stage 3 – Attack:

We attack countries only when there is a high probability of winning. We always attack with 3 troops, or 2 when we have to.

Stage 4 – Move in:

We always move the maximum number of troops to the intercepted country.

Stage 5– Defense:

We always try to defend with at least 2 troops.

Stage 6 – Transfer:

We transfer troops from safe countries (surrounded by friendly countries) to vulnerable ones, on the borders.

Stage 7 – Card Exchange:

We exchange the card as soon as there is a suitable deck.

Testing:

We tested our bot against itself. We also did one manual Player vs Bot game.