1. Suggest two possible strategies for your robot in this game. Give a pro and a con for each strategy.
   1. The robot could prioritise ball collection first, aiming to get an upper hand as quickly as possible, at which point the robot could start stunning the opponent. A pro is that it would give our team a number of balls that the opponent would only be able to gain if they were to steal them from our base. A con is that the strategy falls apart if the other robot has the same strategy.
   2. The robot could go to the center of the map and start shooting the laser while rotating in a circle. A pro would be that this would immobilise the other robot since it would keep getting hit by the laser. A con would be that this would mean our robot would not prioritise ball collection.
2. Pick one of the strategies from question 1 and give a high level explanation on how you would implement it in the code (max 60 words). Note: we are not asking for pseudo-code, but rather a description in English e.g. which part of the code will be changed, what settings will need to be adjusted, what helpers will be added, etc.

With strategy 2 from the question above, we would have to write in a function that allows the robot to constantly change its YAxis (essentially rotate in place) while also shooting the laser. We could also implement functionality wherein the robot carries out one rotation with the laser on at intervals.

1. Tell us us any questions you have about the final project or ML Agents that you would like to be addressed in the next lab.

None