

activity--)

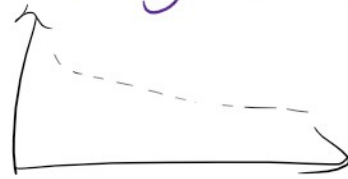
\rightarrow Ability $\rightarrow \dots$
 \Rightarrow After each rally \rightarrow affinity $--$
 \hookrightarrow After every hit \rightarrow affinity $--j <$

affinity to hit back without fault

Suggest: Affinity not decrease after each rally.

\hookrightarrow after each rally: affinity = ability

\rightarrow affinity(t = Trally)



\rightarrow During Rally

100% $\xrightarrow{\text{shot/hit}}$ 95%
(no movement)

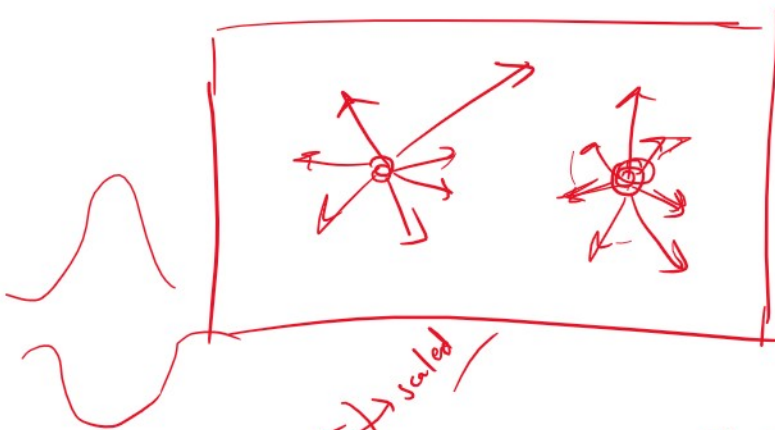
shot/hit \rightarrow 95% - (No of steps)
(movement)

Metric

Loss per rally avg.

\hookrightarrow Fixed $5 \times$ no. of rallies

Fact of Life: A good player loses the least amount of Affinity.



guess $(\mu, \sigma) \rightarrow$ scaled

$p1 \rightarrow x_guess \times (\frac{1}{x_len})$
 $\rightarrow y_guess$
 $p2 \rightarrow x_guess$
 $\rightarrow y_guess$

qwer

'
p2 → x-guns
→ y-guns

Plans for SimStage0:

- couple players with same Battery but different abilities.