**Algorithm**

1. get Voronoi map from cc
2. if protected area is inside Voronoi cell
   1. set roll as keeper
3. else
   1. set roll as chaser

**keepers**

1. for all neighbors check if attacker
   1. if true, move towards the general position if the attacker
2. check if the protected area is fully cover by friendly cells
   1. if true move to position which maximize the coverage area around the protected area
3. else
   1. move to position which maximize the coverage

**chasers**

1. for all neighbors check if attacker
   1. if true move towards the middle of the boundary between the cells
2. for all keepers check if neighbor with an attacker
   1. if true move to the position of the attacker
3. move to protect a pre-defined area