data collection (location, direction)

next move (attack? defend? move?)

find nearest enemy (if attack, always attack nearest enemy?)

Find “best location” on board? where to go next?

path finding maybe? hard. continuous decision making

hard to know direction enemy bots are facing

offensive strategy:

go in 45 degree with respect to enemy head (hard)

chase the balloon at tail

defensive strategy:

shed balloon from opponents (by facing toward enemy maybe?)

additional consideration:

avoid boundaries

avoid obstacles on the field

control: feedback?

intention vs. reality discrepancy and adjustment

失控？应急？摆脱？