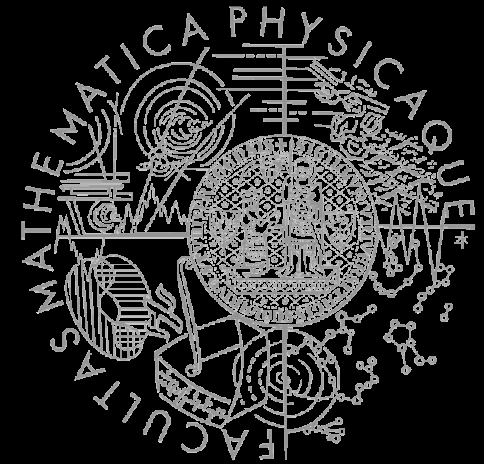Faculty of mathematics and physics
Charles University at Prague
24th March 2010

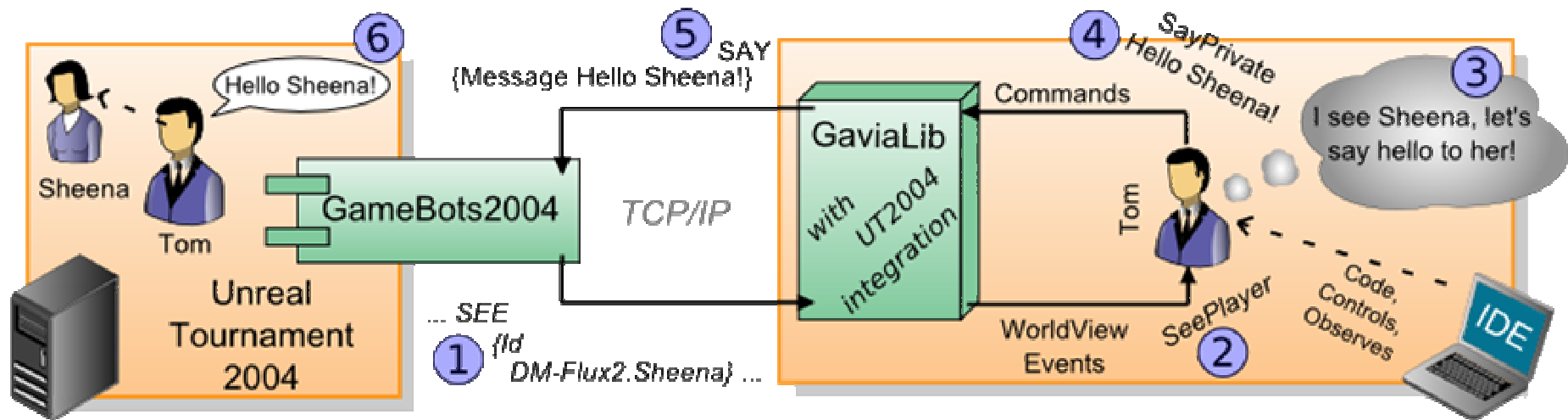UT2004 bots made easy!

# Pogamut 3

## Lecture 2 – Exploring the map

# Pogamut 3's agent

# PathFollower

How many of you have tried? ☺

Lecture's home page:
http://diana.ms.mff.cuni.cz/pogamut-devel

Go to the 2nd lecture and get exemple of PathFollower bot.

Let's check it through!

# PathFollower

- wv = getWorldView()
- self = wv.getSingle(Self.class)
- self.getLocation().getDistance(…)
- wv.addEventListener(pathListener)
- pathListener = new
       IWorldEventListener<Path>() { … }
- act = getAct()
- act.act(new Move()…)
- + storing states

# Lecture – path following

- What if bot gets stucked?
  - Let's address this just for now…
  - self.getVelocity()
  - livelock …
- What if bot needs to jump?
  - You may try getAct().act(new Jump())
- What if the mover is on the path?

# Homework

- Create Item searcher
- Ignore the knowledge of items
  - getWorldView().getAll(Item.class)
- Use IVisionWorldView and use getAllVisible(Item.class)
- Try to run around the whole level and discover (almost) all items
- How to know that your bot has visited almost everything?

# Map - useful Java collection

- Map<UnrealId, Item> seenNavs = new Map<UnrealId, NavPoint>();
- Map<UnrealId, Item> items = new Map<UnrealId, Item>();
- If (items.get(item.getId()) == null) {

    … unknown item …

  } else {

    … known item …

  }