Faculty of mathematics and physics
Charles University at Prague
1th April 2011

UT2004 bots made easy!

Pogamut 3

Lecture 4 – Who is better?

Warm up!

Fill the test for this lecture!

Today's menu

1. Better navigation
   - KefikRunner
2. UT2004DeathMatch class
   - Auto-match with statistics
3. Flee / Approach behavior
   - How to get to / from the opponent
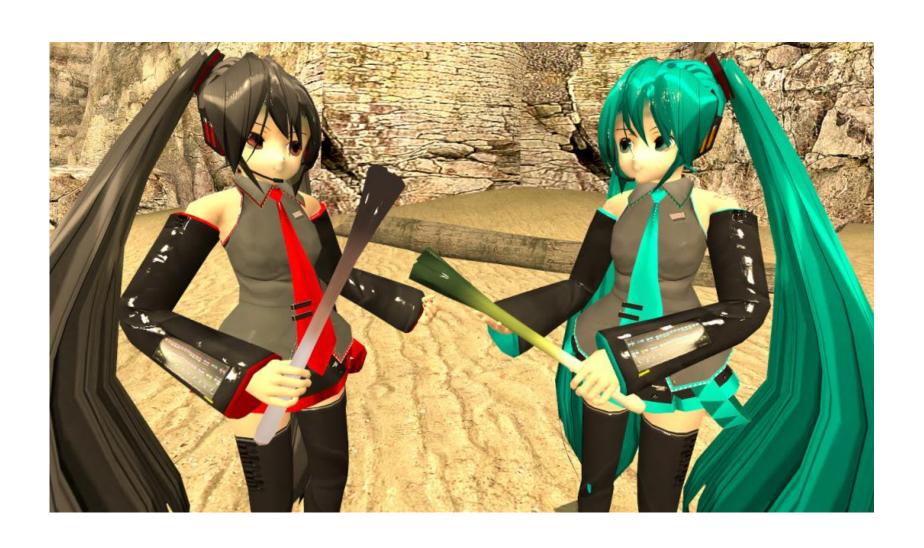
Better navigation

- You may try to use KefikRunner!
- Reinitialize `pathExecutor` in the `botInitialized()` method

```
pathExecutor =
    new UT2004PathExecutor<ILocated>(
        bot,
        new LoqueNavigator<ILocated>(bot,
            new KefikRunner(bot, info, move,
                    log),
            log
        )
);
```

Big question
How do you decide which bot is better?

1v1 DeathMatch archetype

- Create example project from archetype

GroupId:
cz.cuni.amis.pogamut.ut2004.examples

ArtifactId:
06-deathmatch-1vnative-archetype

Version:
3.2.0

Repository:
http://diana.ms.mff.cuni.cz:8081/artifactory/repo

Assignment (or HomeWork)

- Extend HunterBot
  1. Implement Flee / Approach behavior
  2. Flee if your bot has strong long-range weapon
  3. Approach if you have FlakCannon and the opponent do not (currently in hand)

Send your assignments to

- Completely zip-up your project(s) folder
- Send it to:
  - Jakub Gemrot (Friday practice lessons)
    - jakub.gemrot@gmail.com
  - Michal Bída (Wednesday practice lessons)
    - michal.bida@gmail.com