

Final Work: JGOMAS

Perform the following tasks:

- 1) Implement a winning ALLIED team for the default AXIS team.
- 2) Implement a winning AXIS team for the default ALLIED team.
- 3) Implement a winning ALLIED team for any AXIS team.
- 4) Implement a winning AXIS team for any ALLIED team.

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Final Teams: 4 o 5 members.

Specialized sub-teams: ALLIED, AXIS?

Configuration:

Map: map_04

Number of soldiers per team: 9

Configuration of default ALLIED and AXIS teams:

3 soldiers, 3 medics, 3 fieldops

Default time per match: 10 min.

NO CHEATING ...

Default parameters: health, ammo, etc.

Code will be public after the competition ...

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The final work will be delivered in a zip file.
Include a short presentation describing your changes for each task.

Deadline task 1 and 2 : **Before** December 20, 2017

Deadline task 3 and 4: December 20, 2017

Competition, presentations and final evaluation: December 20, 2017