Homework 3: JGOMAS

Perform the following tasks incrementaly.

1) Implement an ALLIED agent that shows his position and distance to the flag and his distance to the base.

2) Implement a "crazy" AXIS agent that moves randomly.

3) Implement an AXIS agent that locates his "crazy" partner and follows him.

4) Implement an ALLIED agent that locates the "crazy" agent and kills him. The "crazy" agent can defend himself.

5) Include a new task at your choice.

Homework 3: JGOMAS

Homework 3 will be delivered in a zip file.
Include a short readme.txt describing your changes for each task.

Deadline: December 1, 2017
Presentation and evaluation: December 1, 2017