

Homework 3: JGOMAS

Perform the following tasks incrementally.

- 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.

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Homework 3 will be delivered in a zip file.

Include a short readme.txt describing your changes for each task.

Deadline: November 15, 2018

Presentation and evaluation: November 15, 2018