# 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.

# Final Work: JGOMAS

Final Teams: 6 members.
Specialized sub-teams: ALLIED, AXIS?

Configuration:
Map: map_04
Number of soldiers per team: 7
Configuration of default ALLIED and AXIS teams:
    3 soldiers, 2 medics, 2 fieldops
Default time per match: 10 min.

# Final Work: JGOMAS

**NO CHEATING** …

Default p0arameters: health, ammo, etc.

No attacks are allowed that you can not defend. For instance, no message attacks are allowed to cfh.

The headers of jasonAgentAXIS*.asl and jasonAgentALLIED*.asl until including jgomas.asl can not be changed. However, for AXIS agents, modifying the patrollingRadius is allowed.

Code will be public after the competition ...

# Final Work: JGOMAS

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 1, 2021

Deadline task 3 and 4: December 15, 2021

Competition: December 15 and 16, 2021

Presentations: December 17, 2021