

ROBOCODE

Build the best, destroy the rest!

Open Source Programming

Ondřej Hrcuba

Robocode - Project description



- Programming tank game
- <http://robocode.sourceforge.net/>
- Eclipse Public License
- Since: 2001 10 06

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```
Robot Editor
File Edit Compiler Window Help
Editing - C:\robocode\robots\sample\MyFirstRobot.java

1 package sample;
2
3
4 import robocode.*;
5
6
7 /**
8  * MyFirstRobot - a sample robot by Mathew Nelson
9  *
10 * Moves in a seesaw motion, and spins the gun around at each end
11 */
12 public class MyFirstRobot extends Robot {
13
14     /**
15     * MyFirstRobot's run method - Seesaw
16     */
17     public void run() {
18
19         while (true) {
20             ahead(100); // Move ahead 100
21             turnGunRight(360); // Spin gun around
22             back(100); // Move back 100
23             turnGunRight(360); // Spin gun around
24         }
25     }
26
27     /**
```

Robocode - Technical specifications



- Written in Java, C#
- Java AWT, Java Swing

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Robocode - Project organization



- SourceForge Tracker for bugs
- Developer forum:
<https://sourceforge.net/p/robocode/discussion/116458/>
- Main developer: Flemming N. Larsen
- Current version: 1.8.0.0

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Robocode - My task



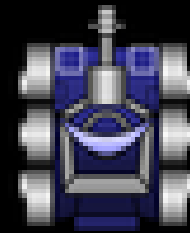
- Feature #143

- Graph at the end of every battle

- At the end of every battle, provide a graph of how the battle progressed - from round one to finish.

- How much bullet damage was dealt every round, hit miss ratio, robot Energy, etc.

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Thank you

Questions ?

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