

# Python Bot Competition

- rules
  - you are given three maps in which your python bot has to survive
  - which ever bot kills the monsters quickest wins!
  - give it 4 minutes (max time)
  
- the human player may not, shoot or spawn anything
  - can move around though
  - can use 'god' mode to avoid being killed!

# Python Bot Competition

- open up a terminal and use the command line

- ```
$ gnome-clocks
```

- and select a stop watch

# Map 1: botwar1.txt

■ `$HOME/Sandpit/chisel/botwar1.txt`

```
define 1 room 1
define 2 room 2
define s worldspawn
define o monster monster_demon_imp
define n monster monster_demon_hellknight
define i light

define S monster monster_demon_tick
define R ammo ammo_rockets_large 16
define G ammo ammo_grenade_small 16
define B ammo ammo_shells_large 16
define L ammo moveable_item_rocketlauncher 1
define A ammo item_medkit 1
define M monster python_doommarine_mp
```

# Map 1: botwar1.txt



`$HOME/Sandpit/chisel/botwar1.txt`

```
#####
# 1                                     #
#                                     #
#   s                                   #
#     A   B                             #
#                                     #
#     L   G                             #
#                                     #
#     M   R                             #
#                                     #####
#                                     #
#   # 2                                   #
#                                     #
#   .                                     #
#   .                                     #
#   #                                     #
#   #           S                       #
#   #                                     #
#####
```

## Map 2: botwar2.txt

■ `$HOME/Sandpit/chisel/botwar2.txt`

```
define 1 room 1
define 2 room 2
define s worldspawn
define o monster monster_demon_imp
define n monster monster_demon_hellknight
define i light

define S monster monster_demon_tick
define R ammo ammo_rockets_large 16
define G ammo ammo_grenade_small 16
define B ammo ammo_shells_large 16
define L ammo moveable_item_rocketlauncher 1
define A ammo item_medkit 1
define M monster python_doommarine_mp
```

## Map 2: botwar2.txt



`$HOME/Sandpit/chisel/botwar2.txt`

```
#####  
# 1 #  
# #  
# s #  
# A B #  
# # #  
# L G #  
# # #  
# M R #  
# #####  
# # #  
# 2 #  
# # #  
# . #  
# . #  
# S # #  
# # o #  
# # #  
#####
```



## Map 3: botwar3.txt

■ `$HOME/Sandpit/chisel/botwar3.txt`

```
define 1 room 1
define 2 room 2
define s worldspawn
define o monster monster_demon_imp
define n monster monster_demon_hellknight
define i light

define S monster monster_demon_tick
define R ammo ammo_rockets_large 16
define G ammo ammo_grenade_small 16
define B ammo ammo_shells_large 16
define L ammo moveable_item_rocketlauncher 1
define A ammo item_medkit 1
define M monster python_doommarine_mp
```

## Map 3: botwar3.txt



`$HOME/Sandpit/chisel/botwar3.txt`

```
#####
# 1 #
# #
# s #
# A B #
# # #
# L G #
# # #
# M R #
# #####
# # #
# 2 . 3 #
# # . # #
# # # # #
# S # # # #
# # o # n #
# # # # #
#####
```