

## 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     #   #
#           #   #
#           #   #
#####

```

### 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   #
#           #   #
#           #   #
#           .   #
#           .   #
#           #   #
#           .   #
#           #   #
#      S     #   #
#           #   #
#           #   #
#           #   #
#####

```