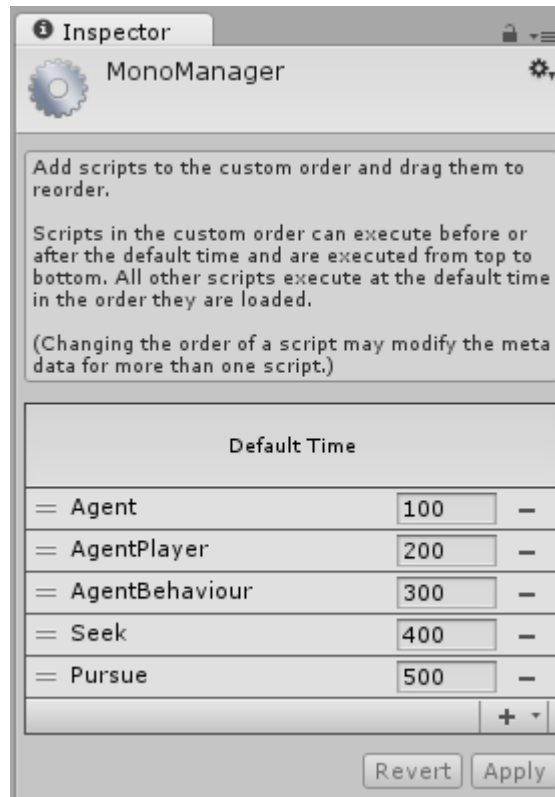
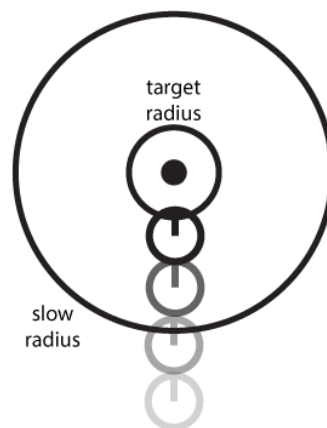


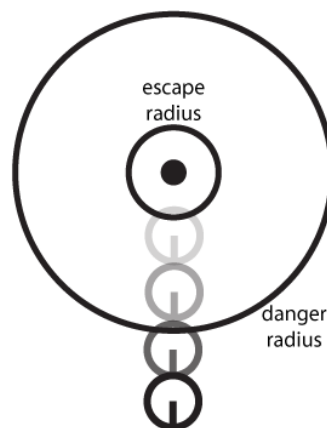
Chapter 1: Movement

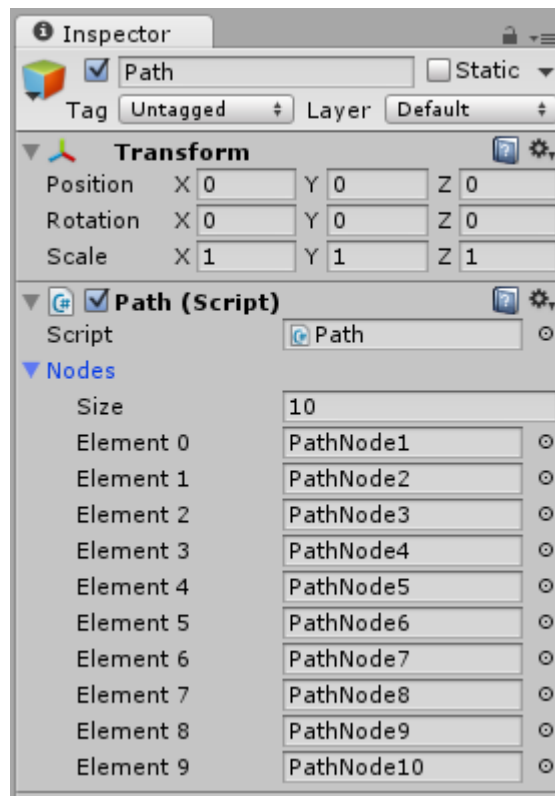
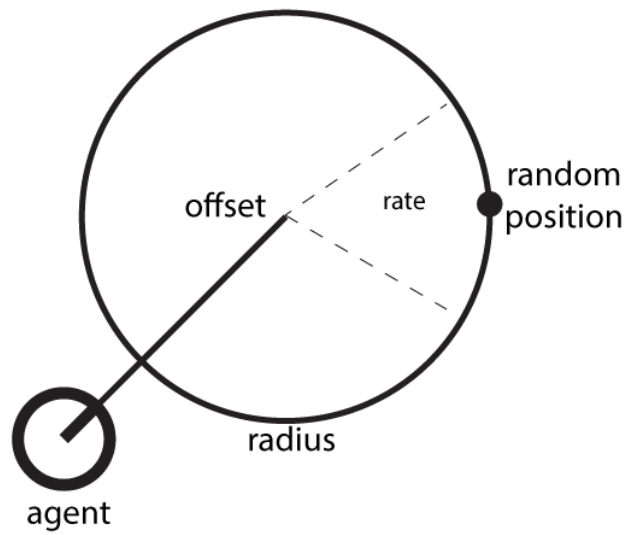


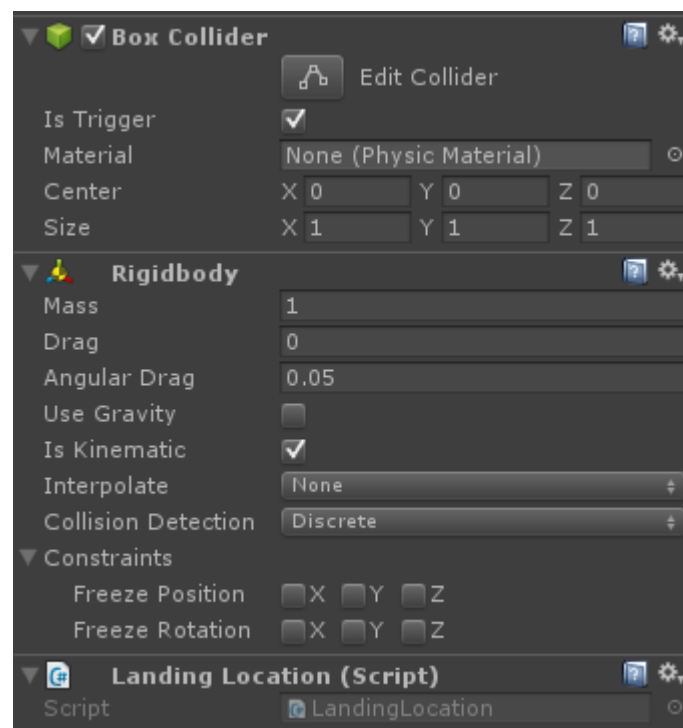
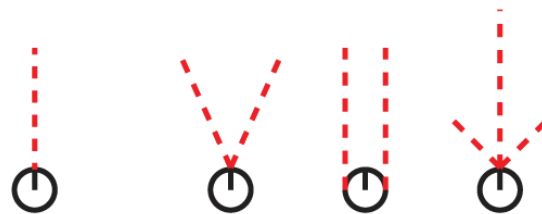
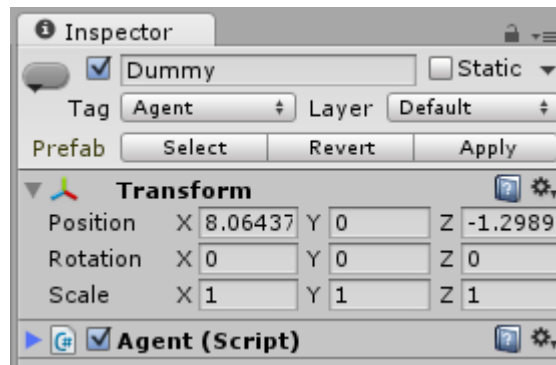
ARRIVE



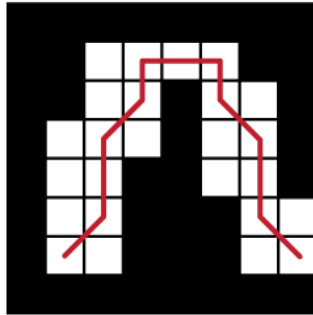
LEAVE



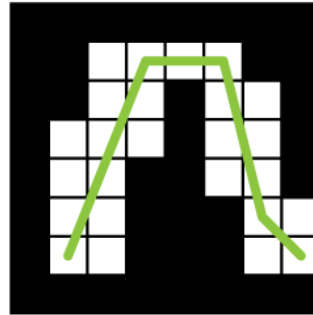




Chapter 2: Navigation



Original path



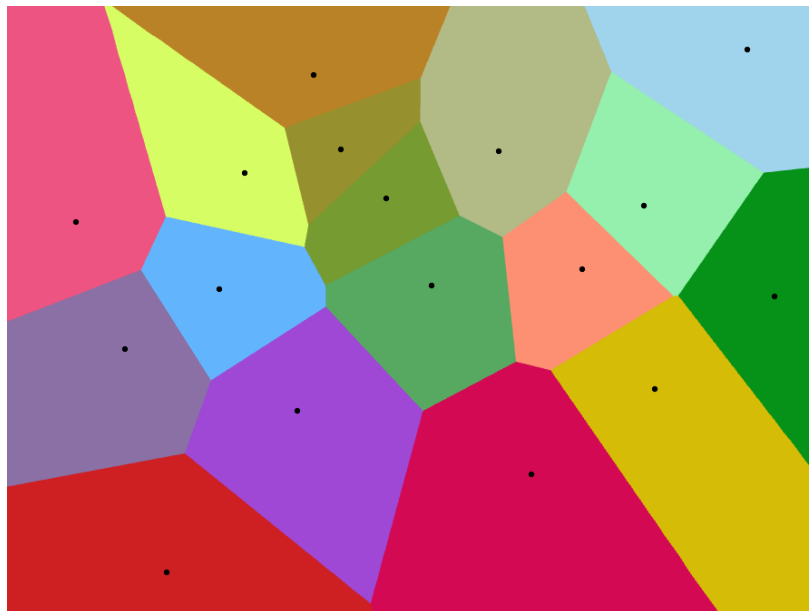
Smoothed path

Grid representation

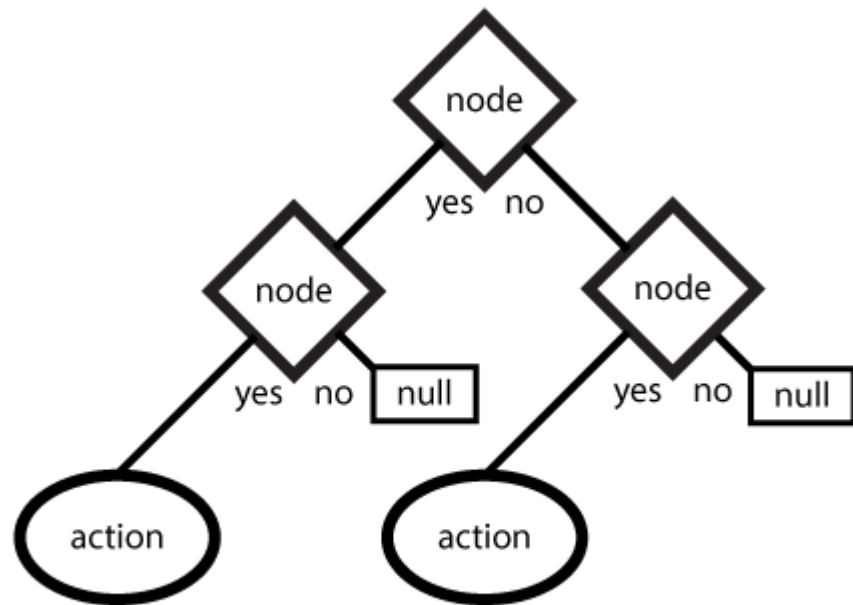
0	1	2
3	4	5
6	7	8

Vector representation
(general purpose)

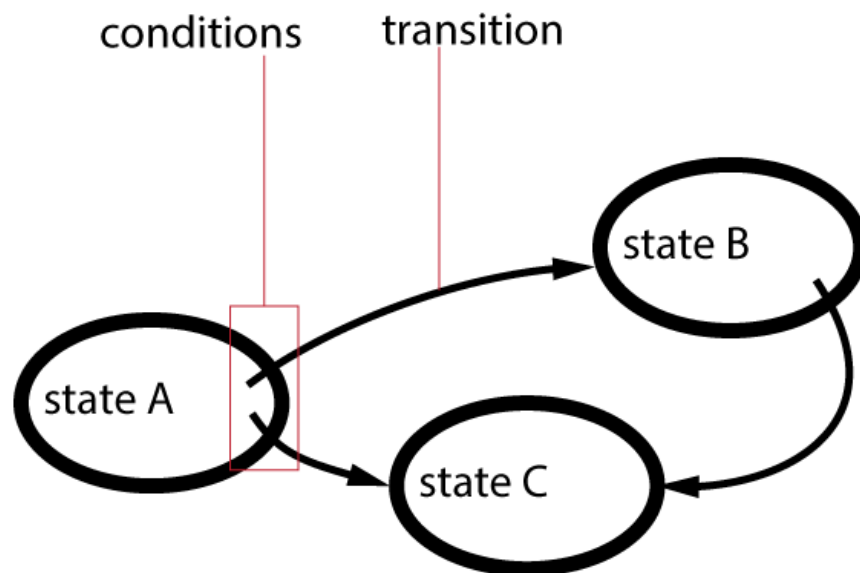
0	1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---	---



Chapter 3: Decision Making

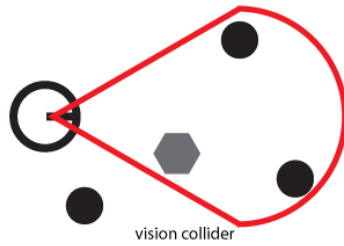


null = keep the previous action running

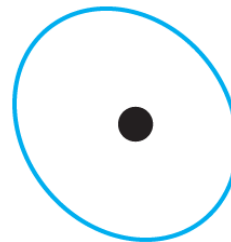
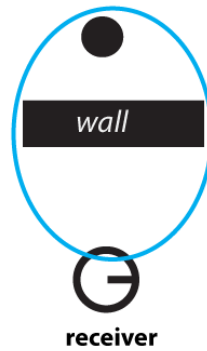
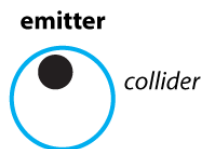
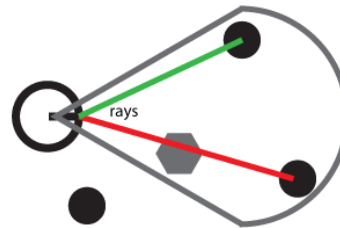


Chapter 5: Agent Awareness

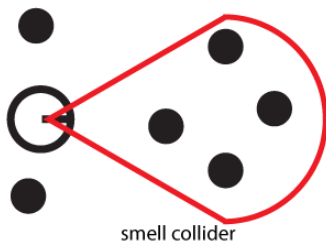
step 1:
detect enemies in the vision range



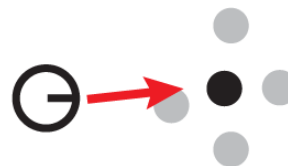
step 2:
double check if really visible via raycasting



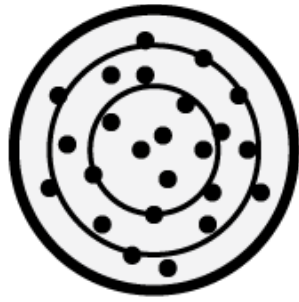
step 1:
detect particles in the smell range



step 2:
calculate centroid to define direction
for keeping track of smell

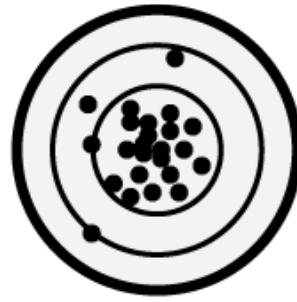


Chapter 8: Miscellaneous



what we have

uniform distribution



what we want

normal distribution

