MAZE

EXAMPLE GAME BEFORE PIZZA 2018

Description

Every player controls a robot inside a maze. The goal is to escape.

Game mechanics

The game is divided into rounds, that are further divided into turns. Each turn lasts single seconds and rounds contain up to tens of thousands of them.

Maps and field of view are constant for given round. After round ends (see: TURNS_LEFT command) new map loads and all players are moved to the starting position. You can only move once per turn (see: MOVE command).

Points are awarded after reaching the end point. Their number depends on number of turns left to the end of the round at the time of reaching the goal.

Commands

SCAN

Returns map of the nearby area. Number of fields depends on field of view that's specific to the game instance. All coordinates are given relative to player's position,

First line of response contains number of visible fields. The next n lines contain descriptions of each field: Type and its coordinates. Available field types: *F* - empty field, *S* - starting point, *E* - end point, *W* - Wall, *number* - other player.

Example:
```
> SCAN
< OK
< 5
< S 0 0
< F 0 1
< F 0 2
< W 0 3
< 2 1 1
```

MOVE

MOVE <x> <y> as the name suggests moves the player <x> fields horizontally and <y> fields vertically. Only moves to adjacent fields are allowed (that is the fields that share edge with the one you are standing on).

Example:
```
> MOVE 0 1
< OK
> MOVE 0 1
< ERR 110 invalid move
```

WAIT

Waits for the next turn. Right at the beginning of next turn you will recieve OK message.

Example:
```
> WAIT
> OK
At the beginning of next turn
> OK
```

TURNS_LEFT

Returns number of turns until end of the round.

Example:
```
> TURNS_LEFT
< OK
< 13
```