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Programmer's Diary - 1

The program on the left is divided into finals and qualifiers. In the qualification program, what we need to do is to ensure the AWP and destroy 2 neutral Triballs.

The final-game program preferentially chooses to destroy the neutral Triballs, ensureing that it is not at a disadvantage during the Auto Period

The program on the right is basically unchanged.

In addition, inspired by other teams, we plan to design a 5-Triballs right-side program.

Besides, due to the adjustment of model and the change of the route, we need to write several new functions to achieve the ideal effect accurately.

⊘ timeout

We add the indicator "timeout" to the for-

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