

## Planning your Husky class

As stated, the FlyTrap is surprisingly effective ... very powerful!

Why?

- Watch its behavior ... run multiple simulations
- Look for patterns leading to victory
- What is the purpose of spinning in place? Advantage? Disadvantage?

Does FlyTrap have any weaknesses?

- Is stationary better than moving? Does that have to be a binary decision?
- Is more better than fewer?
- What do you have control over?
- Is a group or clump of same critters better than an individual?
  - Can you make your critters group?
  - Can you make them work together?
  - Can you give your critter a “pack/hive/collective” mentality
- Any places on the map more advantageous than others?

For Monday:

- Have your Giant, Lion and Bear classes completed (tested and working)
- Have a plan for the AI behavior of your Husky class
  - Preferably have coded and started testing/playing with it.