Multi-Agent Programming Contest 2016: Retrospection

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1 Team overview: short answers

1.1 Participants and their background

What was your motivation to participate in the contest?
Your answer ...

What is the history of your group? (course project, thesis, ...)

What is your field of research? Which work therein is related?

1.2 The cold hard facts

How much time did you invest in the contest (for programming, organizing your group, other)?

How many lines of code did you produce for your final agent team?

How many people were involved?

When did you start working on your agents?

1.3 Strategies and details

What is the main strategy of your agent team?

How does the team work together? (coordination, information sharing, ...)

What are critical components of your team?

Can your agents change their behavior during runtime? If so, what triggers the changes?

Did you make changes to the team during the contest?

How do you organize your agents? Do you use e.g. hierarchies? Is your organization implicit or explicit?

Is most of your agents' behavior emergent on an individual or team level?

If your agents perform some planning, how many steps do they plan ahead?

If you have a perceive-think-act cycle, how is it synchronized with the server?

1.4 Scenario specifics

How do your agents decide which jobs to fulfill?

Do your agents make use of less used scenario aspects (e.g. dumping items, putting items in a storage)?

Do you have different strategies for the different roles?

Do your agents form ad-hoc teams for each job?

What do your agents do when they do not pursue any job?

1.5 And the moral of it is . . .

What did you learn from participating in the contest?

What are the strong and weak points of your team?

How viable were your chosen programming language, methodology, tools, and algorithms?

Did you encounter new problems during the contest?

Did playing against other agent teams bring about new insights on your own agents?

What would you improve if you wanted to participate in the same contest a week from now (or next year)?

Which aspect of your team cost you the most time?

What can be improved regarding the contest/scenario for next year?

Why did your team perform as it did? Why did the other teams perform better/worse than you did?