Why no \"shortfire\"?

Posted by Jeff - 2008/08/28 22:09

I just created a variant of the Wasps 2 exercise (in Robot Racing 1). The only change I made was to remove the "disable shortfire" from train.txt.

As a result, my code for Wasps 2 kills the wasps much more quickly because its ability to aim at the wasps is not "frozen" for 1 second while the cannon is firing. It seems to me that you might want to consider removing that constraint from the built-in Wasps 2 exercise.

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Re:Why no \"shortfire\"?

Posted by OttoDeveloper - 2008/08/28 22:40

The firing limit was introduced because this was the only way of convincing the students that a more complex program makes sense. Another reasons is that in the arena exercises, the firing limit makes sense, because that means that you have to be more careful about the decision to fire. The shooting exercises are supposed to prepare for the arena exercises: shooting down a flying wasp is like trying to shoot down a flying robot which attacks your camp.

In the first versions of CeeBot4 there was no firing limit, and it was terribly easy to shoot down all the wasps.

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