

# Midterm – Tofu Deathmatch

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**Due Date 3/23/15 @ 11:30pm**

The midterm consists of the following:

- pick a team (min team size 2, max team size 3)
- write a Java quagent program that finds tofu bricks hidden in a room. For an example of the room that your program will be tested on check out the Tournament Room 1.
- the room will have 8 randomly placed tofu bricks hidden in it.

Deliverables:

- a document describing your navigation and pick-up algorithm design
- a document describing the tasks assigned to each team member
- Java source code
- the quagent config file

Rubric:

40% - the program works according to the designed search and pick-up algorithm

30% - finds at least 6 of the tofu bricks

20% - design and team docs

10% - code design

**Extra:**

Your team can earn up to 30 extra credit (EC) points by submitting your program to a **tournament**. The tournament will be held during class on Tuesday 3/24 and Thursday 3/26 after the Spring break.

**Official Tournament Rules:**

- There will be 8 tofu pieces in the tournament room.
- Each team will get an equal, fixed amount of time to execute their search & pickup.
- The winner will be the team who finds and destroys the most tofu in the shortest amount of time.
- You are allowed to modify the quagent.config file, with the exception of the tofu locations which will be added at tournament time if you chose to modify the quagent.config file. In particular, the choice of quagent is yours as well as specific quagent parameters such as wisdom and health.
- An instrumented API throws additional exceptions. In order for your program to behave well you should add generic exception handling to your code.

30 EC points to the winner

25 EC points to second place

20 EC points to third place

10 EC points for entering

Ties are allowed; in that case each team in the same category will receive the same points allotted for that category. **In order to enter your program into the tournament a team member will have to send me a zip file with the program no later than 3/23/15 @ 11:55pm.** Programs with compilation errors and non-running programs will be automatically disqualified from the tournament.