

1. Introduction

Our software is created to help team players by providing an overview of the game status, suggesting craftsman movement, and facilitating communication with the API server. The software is built using Processing, which is a Java-based programming language and development platform.

2. Overview of the Development:

Our team has developed a range of tools that help teammates determine the most effective game strategy. The system can be divided into two main parts: the user interface and algorithm.

2.1 User interface:

We have developed a user-friendly interface that enables the team to effectively interact with the software during the game. The interface displays important information, such as the castle, walls, territory, and craftsman status, and provides real-time

feedback to the team. Additionally, the system includes an algorithm that provides recommendations for craftsman movement. Furthermore, the system handles authentication, errors, and exceptions appropriately when making API requests. It ensures that the software adheres to the specifications.

2.2 Algorithm Overview:

The software consists of two algorithms to assist team players.

1. Decision-Making: Algorithms that can analyze the current game state and suggest optimal moves for each craftsman movement.
2. Castle Control: Algorithms that focus on castle control and defense. The software can suggest the best craftsman movement to protect the castles, build and destroy walls, allocate craftsman efficiently, and prioritize castle capturing or defense based on the current game situation.