The World in Question
Tools in my Warchest
Putting it all together
The End

Conquering the World with Perl

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http://kw.pm.org/

kw.pm Thunder Talks, November 2008

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WeeWar

The World in Question

- WeeWar, `http://weewar.com/`, is a turn-based strategy browser-game.

A quick overview of the objectives and mechanics

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Eliza
Requirements for a bot

WeeWar's API

- Eliza, `http://weewar.wikispaces.com/eliza`
  allows for control over all aspects of the game via
  instructions encoded using XML.

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Eliza
Requirements for a bot

Making a successful bot

- Accept game requests from other players
- Take turns

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Eliza
Requirements for a bot

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- Accept game requests from other players
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    - Move units

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Eliza
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- Accept game requests from other players
- Take turns
    - Move units
    - Attack enemy units

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Eliza
Requirements for a bot

Making a successful bot

- Accept game requests from other players
- Take turns
    - Move units
    - Attack enemy units
    - Capture bases

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Eliza
Requirements for a bot

Making a successful bot

- Accept game requests from other players
- Take turns
    - Move units
    - Attack enemy units
    - Capture bases
    - Build new units

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Modules
Code demonstration
To Do

Perl Modules

- `LWP::UserAgent`
- `HTTP::Request`
- `XML::Parser`

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Modules
Code demonstration
To Do

Code demonstration

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Modules
Code demonstration
To Do

Still to do

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Modules
Code demonstration
To Do

Still to do

- Capturing bases

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Modules
Code demonstration
To Do

Still to do

- Capturing bases
- Awareness of terrain

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Modules
Code demonstration
To Do

Still to do

- Capturing bases
- Awareness of terrain
- Objectives

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Modules
Code demonstration
To Do

Still to do

- Capturing bases
- Awareness of terrain
- Objectives
- Smacktalk

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Thank you!

- http://weewar.com/
  - My userid: elbie
  - My bot's userid: ai_elbot
- http://weewar.wikispaces.com/