Assignment 6   Simon Razniewski

Swarm Intelligence: AntMe

This programming assignment gives you the opportunity to implement swarm intelligence for an ant colony, and to compete with your classmates. In contrast to the previous assignments, this assignment counts 10% towards the final grade.

Instructions: You are allowed to work alone or in teams of two students. Implement your swarm intelligence for the AntMe-simulation based on the template provided on the course webpage.

Notes: This assignment requires programming in C#, in particular Visual Studio 2012 or 2013 (the community edition is available for free, alternatively, it is also installed on the lab machines in rooms E331, E431 and E531). The project can be opened via the *AntMeProject.sln* file, the actual file to do modifications in is *then antIntelligence.cs*.

Restrictions: To reduce the complexity and increase the fairness, note that fighting other ant colonies is not allowed.

Evaluation: On the 10th of June, a competition will be organized to determine the best swarm intelligence. The exact mode (tournament, FFA, league) will be decided when the number of participants is clear.

Deliverables

1. A report of 3-5 pages explaining your implementation, in particular focusing on the collaboration and the messages exchanged.
2. Your code.
3. An informal presentation of ~5 minutes of your solution at the tournament.

Submission: Tuesday, 9th of June 2015, 16:00 via Moodle (changes to the code are allowed until the tournament)