https://battlecode.org/

Installation

STEP 1: INSTALL JAVA

You'll need an Oracle Java Development Kit (JDK) version 8. Unfortunately, higher versions will not work. **Download it here**. You may need to create an Oracle account.

If you're unsure how to install the JDK, you can find instructions for all operating systems **here** (pay attention to `PATH` and `CLASSPATH`).

STEP 2: DOWNLOAD BATTLECODE

Next, you should download the **Battlecode 2023 scaffold** (https://github.com/zheli-1/battlecode2023-winter2024). To get up and running quickly, you can click "Clone or download" and then "Download ZIP," and move on to the next step.

We recommend, however, that you instead use Git to organize your code. If you haven't used Git before, read **this guide**. On the **scaffold page**, click "Use this template." Importantly, on the next page, make your new repo. You can then clone your newly created repo and invite your team members to collaborate on it.

STEP 3: LOCAL SETUP

We recommend using an IDE like IntelliJ IDEA or Eclipse to work on Battlecode, but you can also use your favorite text editor combined with a terminal. Battlecode 2023 uses Gradle to run tasks like `run` and `build`.

View instructions for IntelliJ:

- Install IntelliJ IDEA Community Edition from here.
- In the `Welcome to IntelliJ IDEA` window that pops up when you start IntelliJ, select `Import Project`
- In the `Select File or Dictionary to Import` window, select the `build.gradle` file in the scaffold folder.
- Hit OK.
- We need to set the jdk properly; open the settings with `File > Settings` (`IntelliJ IDEA > Preferences` on Mac) or `ctrl+alt+s`. Navigate to `Build, Execution, Deployment > Build Tools > Gradle` and change `Gradle JVM` to 1.8

- Time for a first build! On the right side of the screen, click the small button that says gradle and has a picture of an elephant. Navigate to `battlecode24-scaffold-winter24 > Tasks > battlecode` and double click on `update` and then `build`. This will run tests to verify that everything is working correctly, as well as download the client and other resources.
- If you haven't seen any errors, you should be good to go.

There should now be a folder called `client` in your scaffold folder; if you go in there, and double click the `Battlecode Client` application, you should be able to run and watch matches. (Please don't move that application, it will be sad.) If you are on Linux, navigate to the `client` folder and run `./battlecode-visualizer` to launch the client

DEVELOPING YOUR BOT

Place each version of your robot in a new subfolder in the `src` folder. Make sure every version has a `RobotPlayer.java`.

RUNNING BATTLECODE FROM THE CLIENT

Open the client as described in Step 3. Navigate to the runner tab, select which bots and maps to run, and hit Run Game! Finally, click the play/pause button to view the replay.

RUNNING BATTLECODE FROM THE TERMINAL OR IDE

You can run games directly from the terminal with the gradle task `./gradlew run -Pmaps=[map] -PteamA=[Team A] -PteamB=[Team B]`. If you don't include the map or team flags, Battlecode will default to whatever is listed in `gradle.properties`. Running the same gradle task from you IDE will also work.