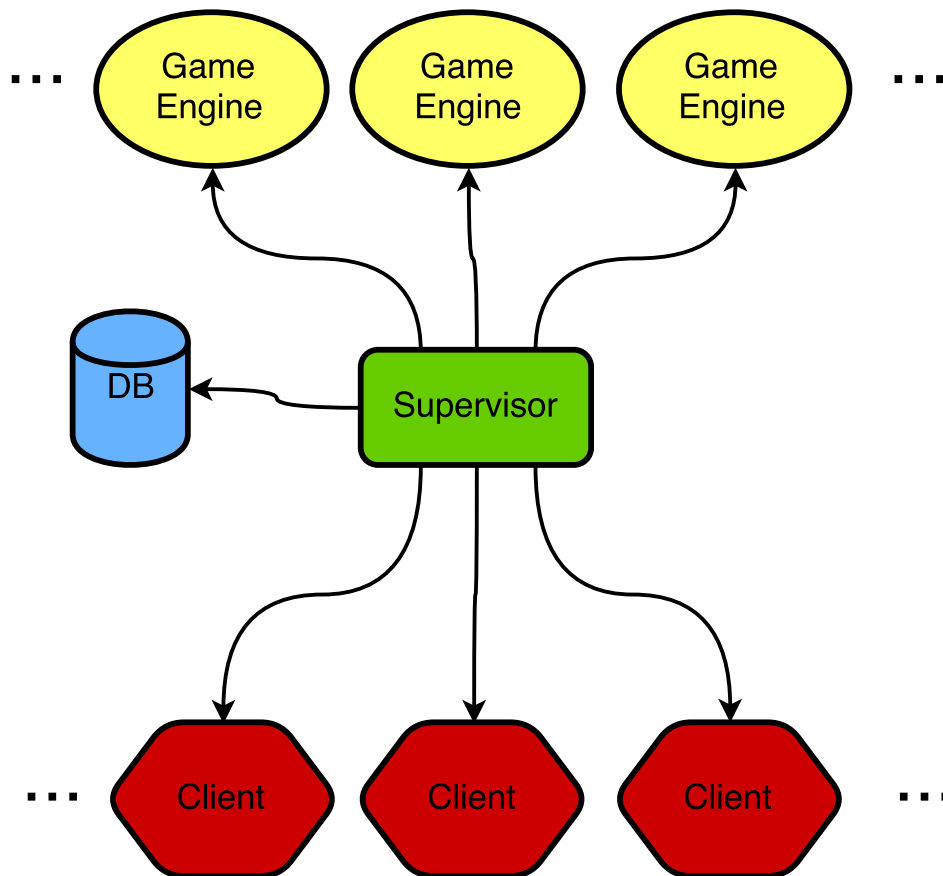


Rules:

- players can see the **nearby** squares
- players can move forward, backward, left and right in their turn
- moving to a **flag** square scores **1** point
- moving to a **skeleton** square scores **-2** point
- moving to a **wall** square **misses** its move
- score more in a limited amount of moves



Supervisor (Ares):

- web interface
- handles clients profiles
- handles games statistics
- live view of the game
- handles leagues and tournaments
- Flask + PG + Celery

Game Engine:

- the game logic
- receives the robots and the map and runs the game
- spends 1 second for each move to be usable for live view
- results the state of the game and its statistics
- Celery

Client (Robot):

- A logical function that determines the robots next move
- receives the new nearby squares status
- results the next move
- CANNOT import anything