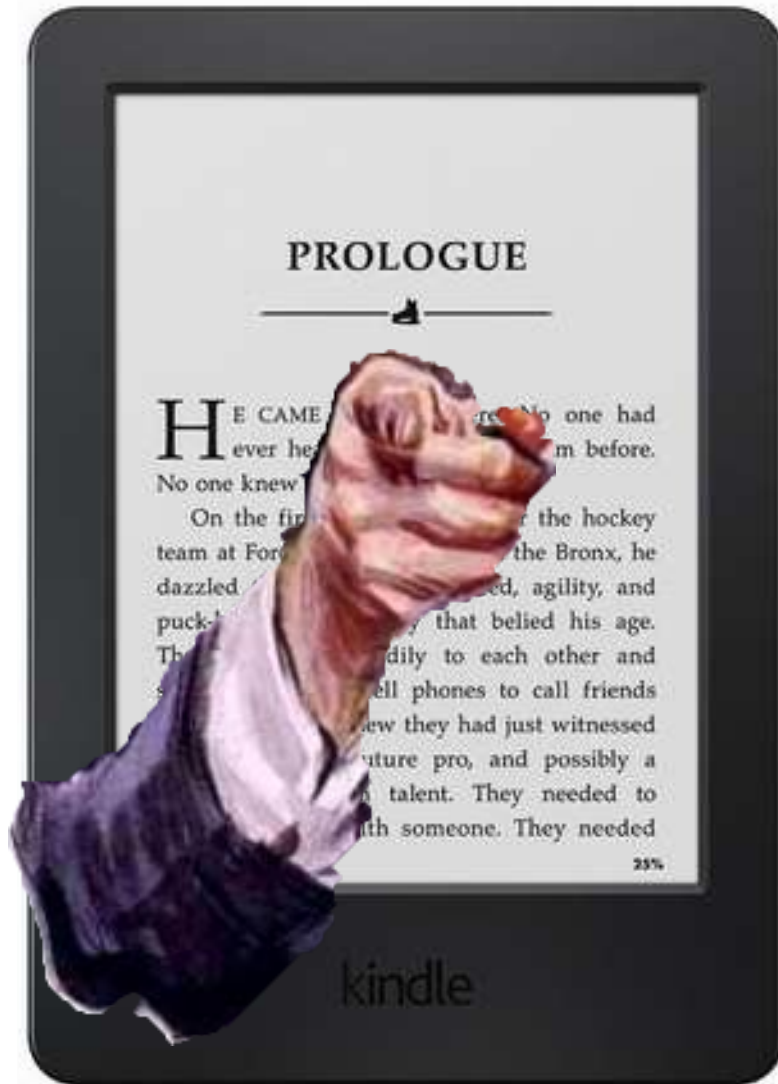# E Doc Tablet wants you to join our robotic army

Find out how you can join BELOW*

*Terms and conditions apply

Job Title: Archon

Pay: 2500 – 3000 bullets per month

Job Requirements
- >2 Yrs Robot Resources Experience

Job Description
- Sit there and don't move [Really]
- Hire Gardeners once in a while when certain conditions are met
  - If there's enough trees to support a new gardener. Our army's standard operating procedure recommends the number of gardeners to be 0.43 * number of trees. Why 0.43? A little to do with it being prime (ie 43), a little to do with it being more than 3/8 so you spawn almost one gardener for every two trees... maybe it's nonsense, maybe it's the only reason we're still surviving
  - If we don't desperately need to build soldiers with our bullets
  - And other conditions under spawnGardenerControl(int,int)
- Broadcast global information
  - Reset the number of enemies spotted, potential gardener spawn locations, estimated map borders etc

FAQs
- Will I be taught to dodge bullets? No. You're too fat.
- Will I see front line combat? No. You'll die.

Job Title: Gardener

Pay: 1000 – 1500 Bullets Per Month

Job Requirements
- An intense love for flowers
- An intense hatred for forests
- A love for watering any trees immediately around you

Job Description
- Jiggle around until you find a potential settling location that's not on our blacklist. Change potential settling locations if you can't reach your target location in 20 turns (add location to local blacklist). If the location is obstructed by other gardeners or friendly trees add to global blacklist. If it's just neutral trees add to local blacklist
- Look for a spot that allows you to plant 4 or more trees
- Settle down, raise your family
- Plant a flower arrangement once there are enough bullets. Leave a gap to spawn soldiers
- Broadcast potential gardener positions (8.5 distance from 6 hexagonal directions => green dots)
- Spawn lumberjacks if you see neutral trees
- Spawn soldiers otherwise
  - Every 80 turns
  - When there are no soldiers
  - At the start of the game

FAQ
- Will I be taught to dodge when shot at?
  - No. Just hope that you don't die. Though, if you die, others will take your place. You're expendible, ain't that great?
- What tree arrangements are permissible?
  - See below

Job Title: Combat Units (Soldiers, Scouts, Tanks)

Pay: 1500 – 2000 bullets per month (risk pay + 500 bullets)

Job Requirements:
- Willing to fight and die
- Willing to learn and improve micro

Job Description:
- Run soldier micro code
    - Calculate a score on movement in 8 directions (and nearby enemy trees for scouts only)
        - Score decreased by colliding with bullets, being close to enemy combat units other than your target, being close to lumberjacks
        - Score increased by being close to your target, non combat units
    - Move to the best position (duh)
    - Shoot as many bullets without hitting your friends
- Tanks have additional code to detect if they can move to a spot with trees (canMoveTank())
- Move to an enemy archon's location. If reached, move to a scouting location based on estimated map boundaries

FAQ:
- Why E Doc Tablet anyway?
    - Anagram :O