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CMS.608 / CMS.864 Game Design
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Us vs. It

Tanks vs. Robot

- Turn-based Cooperative Strategy
- Tank players must destroy the Robot before it reaches the city limits.
- Robot is controlled by “AI” rules.

The Robot

- Has 10 Hit Points
- Actions:
 - Move: 1 space forward
 - Turn: 90° towards target
 - Laser Eye: Shoots straight forward
 - Fists: Attack all 8 adjacent spaces
- Self Destruct: Inflicts blast damage when destroyed.

The Tanks

- Have 4 Hit Points
- Three Actions Per Turn
 - Move: 1 space forward
 - Turn: 90° left or right
 - Shoot: straight forward
- “Stunned” 1 turn when hit

The Battlefield

- Standard 8x8 checkerboard
- Tanks and Robot start on opposite edges
- Robot wants to move *past* far edge

Battle!

- Set up the game board.
- Robot goes first:
 - Execute steps in order
 - Robot stops when:
 - after step 10.
- When Robot finishes, all tanks move.
- Alternate Robot and Tanks until one side wins.

Comments?

Your Mission:

- Program the robot to maximize *drama*.
- What does that mean?

Your Mission:

- Program the robot to maximize *drama*.
- What does that mean?
 - Inevitability
 - Uncertainty
 - Dramatic Arc

Programming the Robot

You can specify:

- Turn Targets
- Laser Damage
- Fist Damage
- Sequence of Actions
- Push or Blocked, Push Damage

Iterate Towards Drama

- Fail faster!
- Try to get in many iterations
- Play complete games
- Archive your iterations

Keep Working...

- Work until 6:00
- Return to this room tomorrow.

Welcome Back

- Keep tuning your robots.
- Achieve drama by 10:30

Add a new feature

- Attack
- Weapon
- Rule
- Don't ruin the drama.
- Don't change the tanks!

Time for the Robot Battle!

- See how your Robot fares against others.
- Robots look like Tanks to other Robots
- Robots that cross their “goal line” warp to the opposite edge.
- Last robot standing wins.

Results?

- Present your final programs.
- Was there drama?

Discussion

- How does the drama manifest?
- What creates uncertainty?
- What creates inevitability?
- When does the climax occur?

Discussion

- What is the role of the Self Destruct mechanic?

Discussion

- What new feature did you add?
- What was most dramatic?

Discussion

- Was the Robot battle dramatic?

Discussion

- What aesthetic goals can AI serve?

Final Thoughts?