ER02 - Project Defense
Project 3: Conquer the Square

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Outline

1. Game Setup

2. Demo
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2. Demo
Generate the game

- ISU TAS software
- Simulation window
- Create a starting game situation
  - Create a $n \times n$ arena
  - Initialize the seed of each player
  - Load the tiles of players
Example (1/2)

Figure 1: Example of initialization
Figure 2: Result after simulation
Outline

1. Game Setup
2. Demo
Live demo!
Perspectives

- ISU TAS: convenient tool
- Formalize the tile systems
- What is the optimal tile system?
- Modify the rules to make the game more challenging
Thank you!

THANK YOU FOR YOUR ATTENTION

PLEASE CLAP AND DO NOT MAKE TOUGH QUESTIONS