

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)

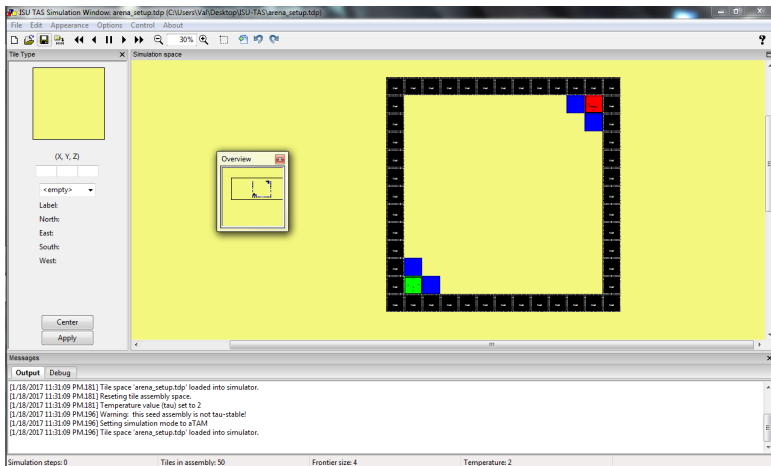


Figure 1: Example of initialization

Example (2/2)

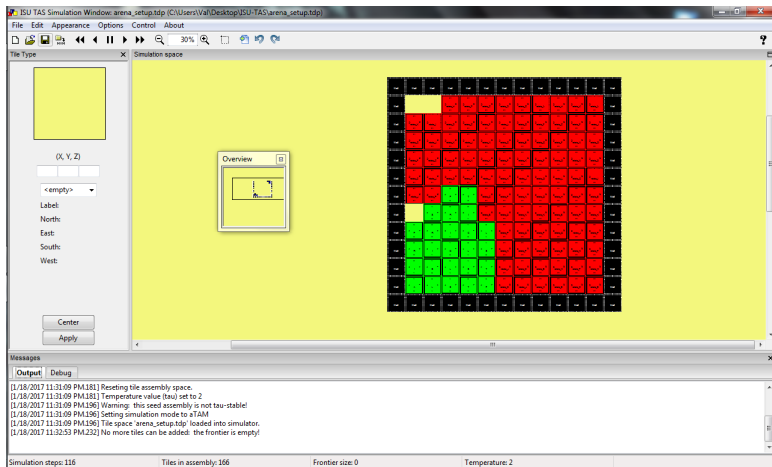


Figure 2: Result after simulation

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- 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**