

# Presentation of the project : The Phantom of the Opera

November 27, 2019

## Game

- ▶ The game is inspired by Gaston Leroux's novel " Le Fantôme de l'Opéra"



- ▶ It happens in Opéra Garnier.

# The story

- ▶ The opera is haunted by a mysterious phantom.
- ▶ The usual solo singer is replaced by a young singer.
- ▶ But the new young singer is abducted by the phantom.

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- ▶ The fantom wants to frighten the singer ( **La Carlotta** ) so that the show is canceled.
- ▶ The inspector wants to **discover the secret identity of the fantom** who can actually be one of the 8 **suspects**.

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- ▶ The steps alternate the players : phase 1 : IFFI, phase 2 : FIIF.

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- ▶ At the end of a round, the fantom **either screams or does not** : it screams if it is alone in a room or in black room
  - ▶ if it screams : the Carlotta is frightened and moves closer to the exit of the opera
  - ▶ the fact that the fantom screams can give clues to the inspector about the **identity of the fantom**

## 8 characters

- ▶ Meg Giry (pink) : can use secret stairs
- ▶ Madame Giry (blue) : can lock doors
- ▶ Joseph Buquet (grey) : can turn off the light
- ▶ Raoul de Chagny (red) : can draw an alibi card
- ▶ Le Persan (brown) : can take another character with him when he moves
- ▶ Mr Richard (purple) : can swap position with another character
- ▶ Mr Moncharmin (white) : can make other characters flee his room
- ▶ Christine Daaé (black) : can attract other characters in the same room as hers

## Ressources that explain the game

- ▶ <https://boardgamegeek.com/boardgame/145645/le-fantome-de-lopera>
- ▶ [https://www.youtube.com/watch?v=HH27Gd9b\\_Xc](https://www.youtube.com/watch?v=HH27Gd9b_Xc)
- ▶ <https://www.youtube.com/watch?v=0ym0a9QqrrQ>

# The server

- ▶ Located here :  
[https://github.com/nlehir/phantom\\_opera](https://github.com/nlehir/phantom_opera)
- ▶ Former text files version :  
[https://github.com/groznyniko/ia\\_fopera](https://github.com/groznyniko/ia_fopera)
- ▶ **Please note** that a small number of rules is not taken into account by the server : in that case, consider the server rules. For instance the characters can only move to a distance of one room. The differences are gathered in the file **server\_vs\_game.txt** in the github.

# Goal of the project

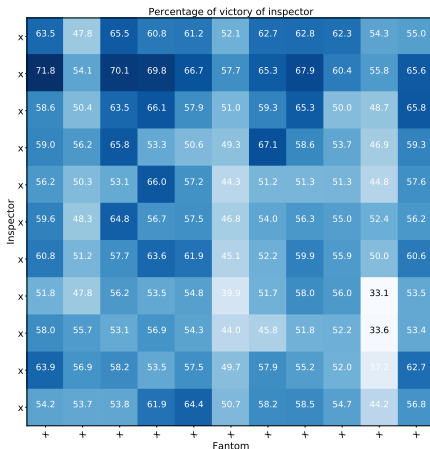
- ▶ You must build **two agents** (two AIs)
  - ▶ an **inspector**
  - ▶ a **fantom**

## Goal of the project

- ▶ The files **random\_inspector.py** and **random\_fantom.py** choose random actions.
- ▶ You must build smarter clients that play against each other.

# Evaluation

- ▶ Interest of your method
- ▶ Comparison between agents :





# Evaluation

- ▶ It is required that you provide a document explaining your method (pdf preferred) and why you chose this method. It does not need to be very long but clear enough so that I understand what you tried to do.

## Recommended approach

- ▶ 1) use hard-coded methods and heuristics
- ▶ 2) try decision trees, Monte Carlo methods, or even Machine Learning

It is easy to underestimate the difficulty of using a complex Machine Learning method on this problem.

## Practical information

- ▶ Your agents must have a python interface to communicate with the server.
- ▶ You can send me the project by email or with a link to a repo.
- ▶ `firstnamelehir @ gmail.com` or `firstname.lehir @ epitech.eu`

# Project

► Questions ?

# Project

- ▶ Questions ?
- ▶ Tomorrow we will discuss possible methods to build agents (but you are free to choose any method).

# Project

- ▶ You can now build teams, experiment with the game and the server, and start working on the project.