

Presentation of the project : The Phantom of the Opera

March 13, 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.

Rounds

- ▶ The game is organized in **rounds**
- ▶ 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 might give clues to the inspector about the **identity of the fantom**

8 characters

- ▶ Meg Giry : can use secret stairs
- ▶ Madame Giry : can lock doors
- ▶ Joseph Buquet : can turn off the light
- ▶ Raoul de Chagny: can draw an alibi card
- ▶ Le Persan : can take another character with him when he moves
- ▶ Mr Richard : can swap position with another character
- ▶ Mr Moncharmin : can make other characters flee his room
- ▶ Christine Daaé : 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=0ym0a9QqrrQ>

The server

- ▶ Located here :
`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.

Short demo

- ▶ Demo with ipdb

Goal of the project

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

Goal of the project

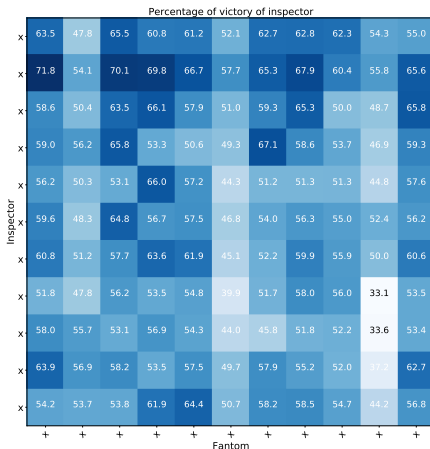
- ▶ We saw that the AIs communicate with the server through text files
- ▶ You can choose the language you want to build the AIs but I must be able to test them with a method **lancer()** like **dummy0.py** and **dummy1.py**, or **myia0.py** (github files)

Help

- ▶ I made a selection of useful **parsing** methods that you can use.
- ▶ It might help you to interact with the server.
- ▶ The files are located in the **parsing** folder of the github.

Evaluation

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



Project

► Questions ?

Project

- ▶ Questions ?
- ▶ Tomorrow we will discuss possible methods to build agents.

Project

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