

## Collect Data

I watched the game via youtube and Twitch. I used Wanderbots and Advanced Gaming, Cow channel. Here is the youtube link: <https://www.youtube.com/watch?v=Dt7G0XutoJ8&t=1617s> and <https://www.youtube.com/watch?v=pe75wrjwvN8&list=PL9x6tZy7zjUSRy97ls1683uq6cM309ot>. I watched a variety of videos collecting on the Gaming Cow channel. He has 29 videos collection parts, and each was based on the Combat, Battle of #topio, Act 2, Battle for Bomb etc. I enjoyed watching the stream of the game and I watched the game stream with a couple of friends in the class and the stream took more than 7 hours because it was divided into different subparts and part 29 was the ending of the game where he destroyed All Monsters. And I understood the game because we both worked through the game from the beginning till the end and there was a music and the player was analysing each act of the game he worked through and he explained his actions in the game to the viewers. And he destroyed all monsters. It's repeating... That's right, hun. We did it. Drinks are on me tonight! That's the ending subtitle..



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## Kaiju Wars

### Stochastic Elements

- Kaiju Monsters are spawn by choice in the map. This is a random situation in the game which makes it a stochastic element
- The damage and effect of the Kaiju is randomized around a specific uncertainty. So the damage is not constant and the time for Kaiju to destroy a building or road is not fixed.
- The breakthrough and points generated throughout the game is also randomized based on a distribution. This gives a varying score to the player
- Each card available to play is also randomly chosen from the deck of cards. This requires the player to change strategy depending on the available cards to play
- The Kaiju can use a specific condition in the map with some chance to its advantage. This can change the situation of the game and upset the momentum.

### Partially Observable Elements

- The characteristics and origin of the monsters are discussed by NPC in the game which could reveal some information on how to protect the lab against it or destroy the monster
- The buildings, roads and other map structures show ~~some~~ some hints on how to slow down or divert the Kaiju monster. It doesn't reveal the full mechanics. It only gives a small information about it



- the troops and army also show its effect on the Kaiju when they are destroyed, which can be used by the player to control the flow of the game
- Only the cards on hand can be seen by the player. The player doesn't see the arrangements of the deck of cards. This prevents the user from planning far ahead of the game
- The Kaiju can also make use of the buildings and roads to its advantage. This is not revealed to the player and can only be observed during gameplay.

## Critique a Review

↳ "Kaiju Wars stomps its way onto the strategy scene with its brilliant sense of style, distinct setting and tight tactical gameplay. Kaiju Wars is absolutely worth a spot in your library for any strategy fan especially for fans of all things Kaiju, monstrous and wondrous (Cultured Cultures).

The mixture of stochastic elements and partially observable elements makes the Kaiju game/wars a difficult tactical strategy game. This is the same analysis given by Cultured Ventures in their review above. Strategy game relies heavily on the available information and predictability of the elements. However, Kaiju adds complexity to this strategy game by giving only hints or biter of information. The action of the characters on the game is also varying which reduces the predictability. Because of this, the player has to continuously monitor the status of the game and then make quick adjustments to it.