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Introduction to Computational Problem Solving

CS167-C

Final Project Proposal: “Bagels Revolution”

I will be doing this project on my own.

This project will be a text-based game called “Bagels Revolution.” It is based on the game Bagels set in a modern revolutionary narrative. The player will play a series of 3 games of Bagels against progressively more challenging A.I. opponents.

It will include 3 classes (names subject to improvement):

playableCharacters

The player will choose to either play “A Billionaire Mucky-Muck” or “A Swarm of Angry Protestors.” The differences between the objects of this class will correspond to different narratives; the opponents will have different names for each of the two characters, although in either case the 3 different A.I.’s will be the same.

gameOfBagels

This will be called to generate the game itself.

opponentBrain

This will create a given A.I. model, each slightly different. These might progress from the A.I. guessing the number in a static number of turns (like hangman) to an A.I. that responds to “Bagels,” “Pico,” and “Fermi.”