Q&A - With more A's further down the page.

Questions (for Richard)

1. How many plots of land?
    a. The exact number of plots of land is up to us, find a sweet spot. However there needs to be at least 16. The shape is up to us but rectangular is recommended.
2. 2 human players + computer controlled player (does the computer always play)?
    a. At least 2 players - can be a computer and a player if we wish. However does have to be only 2 players.
3. Does the auction work with 2 players?
    a. Yes the auction may work with 2 players gameplay wise.
4. How closely does the GUI (map) have to resemble the current state of the campus (assume that it's changed over the years e.g. central hall next to the ron cooke hub)
    a. You can mix up the campus layout, buildings can shift etc, as long as landmarks resemble actual campus layout.
5. Does the acquisition of land cost money
    a. Land grabbing costs the players nothing. They have to grab one tile, could grab more. THe next plot could be anywhere. Could add an installation delay to roboticions further away
6. How many rounds?
    a. No. of rounds is up to us.
7. Can roboticons purchased in a previous round (unplaced) be customised in the next round?
    a. Robots come from the market. Take 30 seconds to install, but up to us, you could install 2 in one round if you have the time. 30 seconds for customisation, 30 seconds for installation idea-but up to us.
    b. Could be held in a holding pen during rounds if not used.
    c. You can buy or customise one round and place in the next
    d. You have to customise them before installing them.
8. Can roboticons purchased in a previous round (and placed) be customised in the next round?
    a. Yes
9. How much does each resource contribute towards the final score (just a sum of the number of food items, ore and energy) - does money also count?
    a. They could but that is up to us, money should count towards final score. The score could be money where the resources' monetary value is added to score at the end.
10. What are the strengths and weaknesses of the different plots - to do with hills or water sources?
    a. You could have different variety of resources. We need food, energy and ore to do different things. Energy to extract ore. Food playing a role is up to us, could add more flavour.
    b. Make resources fixed, but random could change plot resources
11. What is a normal rate of production for the different materials?
    a. Up to us, random events could play into the resource count.
12. How can players customise their plots?
    a. By placing roboticons. Could add more if you wish but it must include installing roboticons. 1 robot per plot
13. Market - what gambling games in the pub?
    a. Simple gambling
14. Does the market only acquire new resources through players selling to them
    a.
15. How much ore per roboticon
    a. Up to us but the market makes the roboticons
16. Different players - different coloured robots - or highlighting?
    a. Differentiating the players is up to us
17. Do any of the resources - other than ore which must be used available to the market to allow the construction of robotics - have any purpose e.g. is energy needed anywhere?
18. Non-customised roboticon - are they good for anything? - if so does customising e.g. for food, reduce their ability to produce ore

    a. Could be held in holding pen. Have to customise before placing
19. Can you put more than one Roboticon on the same plot of land (if so does this increase production and do they have to be of the same type)
20. Customised Roboticons - do they look different?
    a. Up to us.
21. Only allowed to acquire one plot of land per turn?
    a. Up to us, could have more but need to acquire at least 1 per turn
22. How much does a roboticon cost
    a. Up to us.
23. Probability of a random event occurring each turn
    a. Up to us
24. How complex does the computer controlled AI have to be
    a. Does have to be complex, make it entertaining
25. Does each random event have an equal likelihood of occurring
    a. Up to us
26. How many random events?
    a. We can decide on the random events and how many
27. The auction doesn't seem like it will work with just two players and a computer.
    a. It could.
28. When can the market and the 'pub' for gambling (also known as gambling) be accessed?
    a. Any time during the players round.
29. Same resource price for buying and selling in the market?
    a. Up to us
30. What random events are need? Or can we decide? (If so do they need to be approved?)
    a. Keep in mind that the game shouldn't be offensive enough for teens and their parents-but we can waiver
31. Any specific art style?
    a. Can be 2D, again up to us
32. Types of food? (all the same?)
    a. Up to us
33. Types of ore?
    a. Up to us
34. Money - currency?
    a. Currency is up to us, and how much they start with
35. Play just with mouse, or keyboard and mouse
    a. Input is up to us
36. OS?
    a. Needs to run off CSE/069&070 but up to us
37. Roughly how long should one game last
    a. Fairly short 10-30 minutes max
38. Resolution?
    a. Up to us.

A’s

- Plots of land - up to us, find a sweet spot
    - At least 16 - rectangular is recommended (up to usf)
- At least 2 players - can be a computer and a player if we wish
    - doesn’t have to be only 2 players
- The auction may work with 2 players gameplay wise
- Campus layout - you can mix things up, buildings can shift, as long as landmarks resemble actual campus landmarks
- No. of rounds is up to us
- Land grabbing costs the player nothing
    - They have to grab one tile - Could grab more
    - The next plot could be anywhere
        - Could add an installation delay for robots when plots of land are further away
- Robots come from the market
- Take 30 seconds to install the robots to add some flavour - but up to us
    - You could have time to install 2 robots in 1 round if you have the time
- 30 seconds for customisation, 30 seconds for installation idea- but up to us
- We can decide the random events and how many
    - Robots could go onto a killing spree
- Richard is unlikely to say no to our ideas :)
- You have to customise the robots before you install them
- You can buy a robot one round and customise the robot the next round
- You could have robots in a holding pen before customisation
- Scoring system is up to you
    - Money should count towards to the final score
    - Money could be the score itself with resources’ monetary value being added to the score
- You can have different variety of resources
- We need food, energy and ore to do different things
    - Energy to extract ore
    - Does food play a role? Up to us - could add more flavour
- Random events could play into the resources count
- Customising the plots are just installing the robots
    - Could modify if we wish - but you have to install the robots
- Gambling - simplistic up to us
- Differentiating the players is up to us
- 1 robot per plot of land
- Could support for taking robots on and off plots of land
- The player could not know what plots are good for what
- Make resources fixed
    - But random could change plot resources
- AI doesn’t have to be complex
    - Make entertaining
- Gambling can be accessed during the purchase phase
- Currency up to us - how much they start
- Input method up to us
- OS up to us
- Provide source code and binary for the marking
- Game length - fairly short 10-30 minutes max
    - No strong opinion
- Effect impact is up to us
- Quirky and entertaining
- Landmarks
    - Up to us

- YUSU officer talk through lecturer
- Keep in mind that the game shouldn't be offensive enough for teens and their parents - but we can waiver
- 1st phase is about how we thought about things and designed it
- Playability of the game
- Low entry barrier to understanding your code
- Can they adapt quickly
- Keeping things simpler is beneficial for other teams to sign up
- Complex designs almost never get chosen
- Copyright does apply
    - Make sure everything is licensed
- Sound is up to us
- Have the ability to turn the sound off
- Credit copyright source code and in docs
- User guide on site and perhaps in game
- No marks for making textures and stuff on our own
- Can be 2D