

TITANS

COMIC — WARS

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PROBLEM STATEMENT

- TO MAKE A WORKABLE TURNED BASED GAME, CONSISTING OF CARDS, THAT CAN BE PICKED UP BY MOVING A MAIN CHARACTER CARD.
- TO CREATE A RELEVANT GUI, TO ADD THE REQUIRED AESTHETICS.
- ALLOW UP TO 4 PLAYERS IN THE TURN BASED APPROACH.
- DEFINE RULES AROUND THE MOVEMENT OF THE CARDS.
- DEFINE A METHOD TO CALCULATE THE SCORES FOR EACH OF THE PLAYER
- CREATE AN AGENT TO COMPETE AGAINST A HUMAN PLAYER.

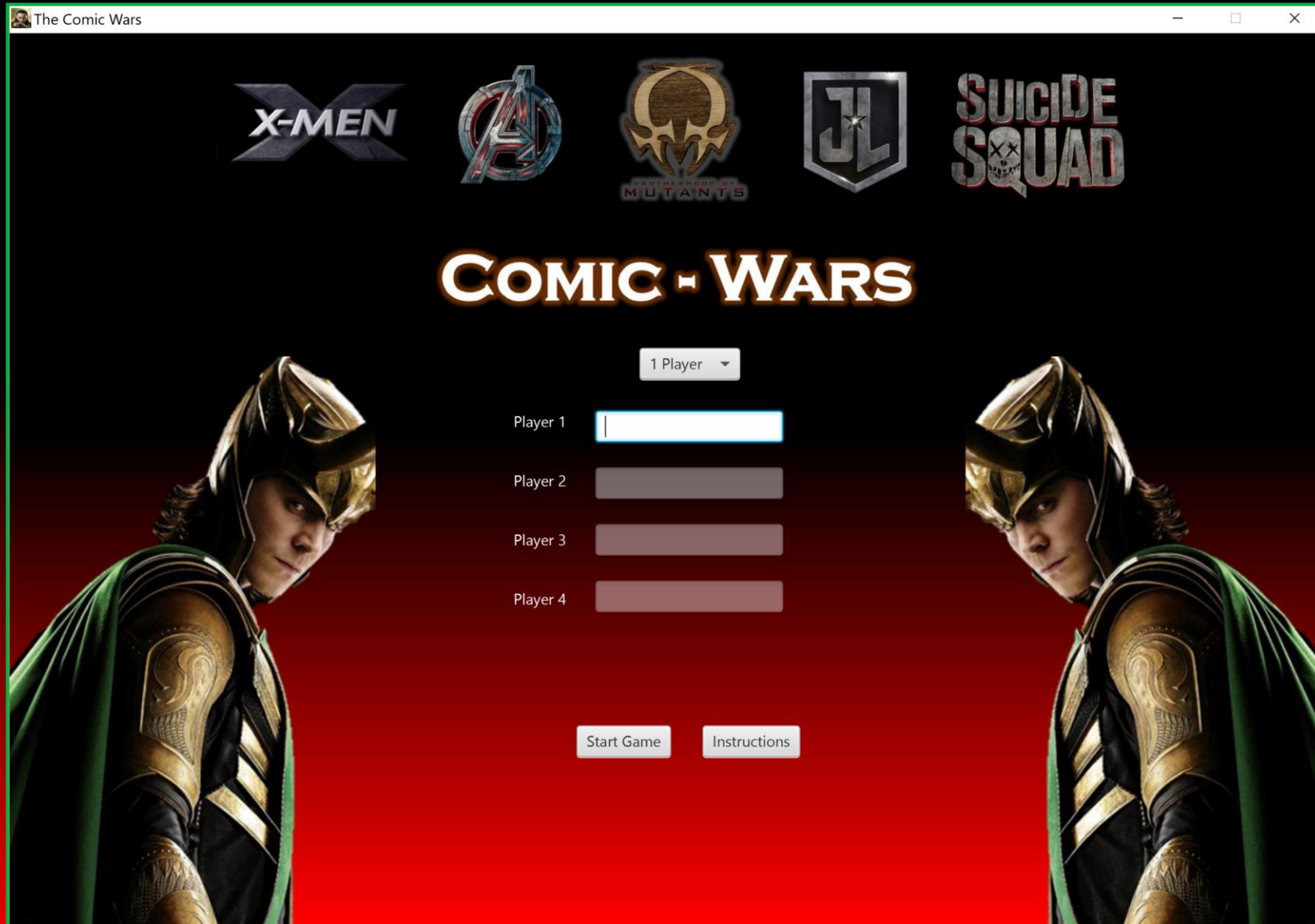
DESIGN APPROACH/SUMMARY

IT WAS IMPORTANT FOR US TO BUILD A GUI THAT CONNECTED WITH PEOPLE, WITH A BACKEND THAT SUPPORTED THE FUN IN GAMING. THIS INCLUDED CONSTRUCTING AND DELIVERING THE FOLLOWING STEPS:

- DEFINING AND IMPLEMENTING METHODS FOR THE BOARD SETUP, AND CONTROL, AND GAME RULES.
- DESIGNING A BASIC WORKABLE INTERFACE STRUCTURE WITHOUT ANY COSMETIC ENHANCEMENTS.
- FINALIZING A THEME FOR THE GAME, AND CREATING THE IMAGES, AND MULTIMEDIA COMPONENTS REQUIRED.
- ADDING PLAYER SELECTION, AND MAKING IT WORKABLE FOR MULTIPLE PLAYERS.
- ADDING A SIMPLE BOT TO PLAY AGAINST A HUMAN PLAYER IN SINGLE PLAYER MODE.
- DEFINING THE SCORING SYSTEM, AND ENHANCING THE VISUAL COMPONENT OF THE APPLICATION.
- FINALLY CREATING A MORE ADVANCED AI COMPETITOR TO COMPETE AGAINST IN SINGLE PLAYER MODE.

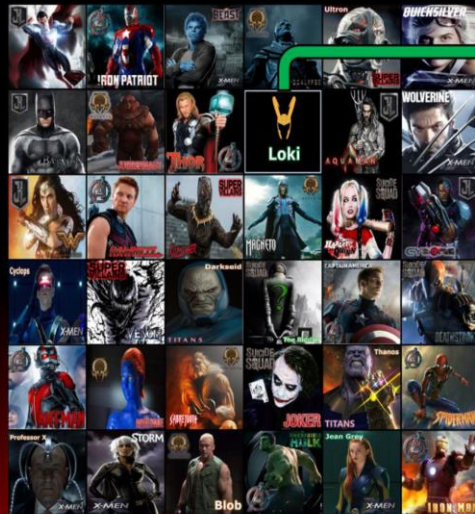
EVEN THOUGH THIS DESIGN APPROACH WORKED GREAT, A EARLIER START TO THE ADVANCED AI COMPETITOR, AND USER INTERFACE, MIGHT HAVE RESULTED IN MORE OPTIMIZED RESULTS.

INTRO SCREEN



HELP SCREEN

Welcome To Comic Wars!
I am Loki, The God of Mischief,
I'm building my army, and YOU are my commander. Let me run you through the basics.



You can move me around
using letters from the
layout and typing them
in the box below

Board Layout =

4	Y	S	M	G	A
5	Z	T	N	H	B
6	0	U	O	I	C
7	1	V	P	J	D
8	2	W	Q	K	E
9	3	X	R	L	F

Player Move:

Each card represents
members of the 7 teams



Every position I go, I pick up a member of
the team and your name appears next to
the team. The score shows number of
teams and cards.

The person with the maximum teams wins! If two
players have the same number of teams. The one
with the highest number of cards wins!




ARE YOU READY?!


Player IDs	SCORES	
	Reign	Omega(AI)
Reign		
Teams:	1	1
Cards:	1	2

GAME SCREEN


The Comic Wars




MYSTIQUE




The Riddler




BATMAN




X-MEN




HULK




Loki




ANT-MAN




WOLVERINE




CYBORG




JUGGERNAUT




Blob




AQUAMAN



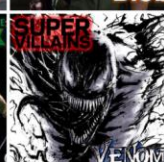
QUICKSILVER




W




HULK




VENOM




STORM




SUPERMAN




Thanos




Jean Grey




KUNG-FU




CAPTAIN AMERICA




MAGNETO




JOKER




IRON PATRIOT




SECRET SIX




Ultron



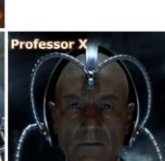
DARKSEID




SPIDER-MAN




DEATHSTROKE




PROFESSOR X




HARLEY QUINN




BEAST




AVENGERS




X-MEN




MUTANTS




JUSTICE LEAGUE



SUICIDE SQUAD



SUPER VILLAINS



TITANS

Player IDs

Omega(AI)

Rufus

SCORES

Rufus

Omega(AI)

Teams: 1 1

Cards: 1 2

Board Layout =

4	Y	S	M	G	A
5	Z	T	N	H	B
6	0	U	O	I	C
7	1	V	P	J	D
8	2	W	Q	K	E
9	3	X	R	L	F

Music On/Off

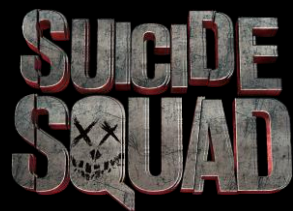
Player Move:

Play

GAME DEMO

INTERESTING FEATURES

- A UNIQUE GUI BASED ON THE THEME OF MARVEL AND DC COMICS.
- AUDIO TRACKS IN-LINE WITH THE THEM THAT CAN BE TOGGLED, WITH PROMPTS FROM LOKI, EVERY FEW MOVES INTO THE GAME.
- AN INSTRUCTION PAGE, GUIDING ANY NEW PLAYERS ON HOW TO PLAY THE GAME.
- MULTIPLAYER OPTION UP TO 4 PLAYERS, PLAYING SIMULTANEOUSLY.
- SCORING THAT CONSIDERS MULTIPLE LEVELS OF DETAIL, AND DISALLOWS GAMES ENDING IN A DRAW.
- AN ADVANCED AI AGENT WHOSE AIM IS TO ACQUIRE MAXIMUM FLAGS AND CARDS, IN COMPARISON TO THE HUMAN PLAYER, HENCE MAKING IT A CHALLENGING GAME.



THANK YOU!

