

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

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:

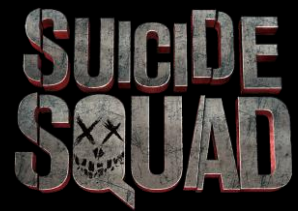
- DEFINING AND IMPLEMENTING METHODS FOR THE BOARD SETUP, AND CONTROL, AND GAME RULES.
- DESIGNING A BASIC WORKABLE INTERFACE STRUCTURE WITHOUT ANY COSMETIC ENHANCEMENTS.
- FINALIZING A THEME FOR THE GAME, AND CREATING THE IMAGES, AND MULTIMEDIA COMPONENTS REQUIRED.
- ADDING PLAYER SELECTION, AND MAKING 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, MIGHT HAVE RESULTED IN MORE OPTIMIZED RESULTS.

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.



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THANK YOU!

