Dick: A menu driven game where the player chooses to play or simulate an agent. Agents fight player. Communication based value based on how they kill player (more points for smaller coalition). Item buying with money/power. Agent interplay (communication, coalitions, strategy, auction) will be highlighted. The focus of the program is to see the agent interaction, not necessarily the player’s interaction (although the player could highlight traits of the agents)

Nate: Win condition doesn’t necessarily have to be death. E.g., turn based. Turn based ~~hexagon~~ square map, trying to get to the end. Player could have money to spend, score goes down as money is spent.

1. Player or agent to play
2. Movement is the only thing you can decide to do if you move
3. Top-down tile based movement
4. Player – agent interaction
   1. Attack
   2. Bargain
   3. Take weapon
5. Environment – Bank robbery
   1. Walls
   2. Vision blocking
6. Agent-agent interaction
   1. Coalitions – Guards in coalition get the money, others do not
   2. Communication – Part of coalition, determined before the game starts
   3. Competition?
7. Items/value
   1. Gold
   2. Power score (weapon slot)
   3. HP
   4. Percept (see, hear)
   5. Guard skill?
   6. Guard attitude (for coalition)
   7. Guard corruption value
   8. Guard weapon preference (knife guards may want to work with each other)