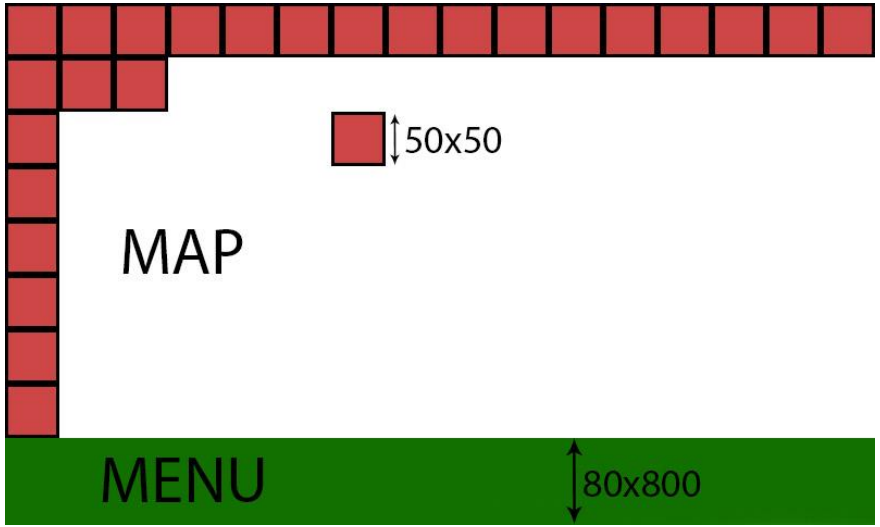
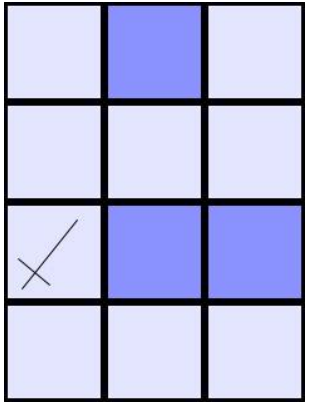
Screens configuration





MTL screen (800x480 pixels)

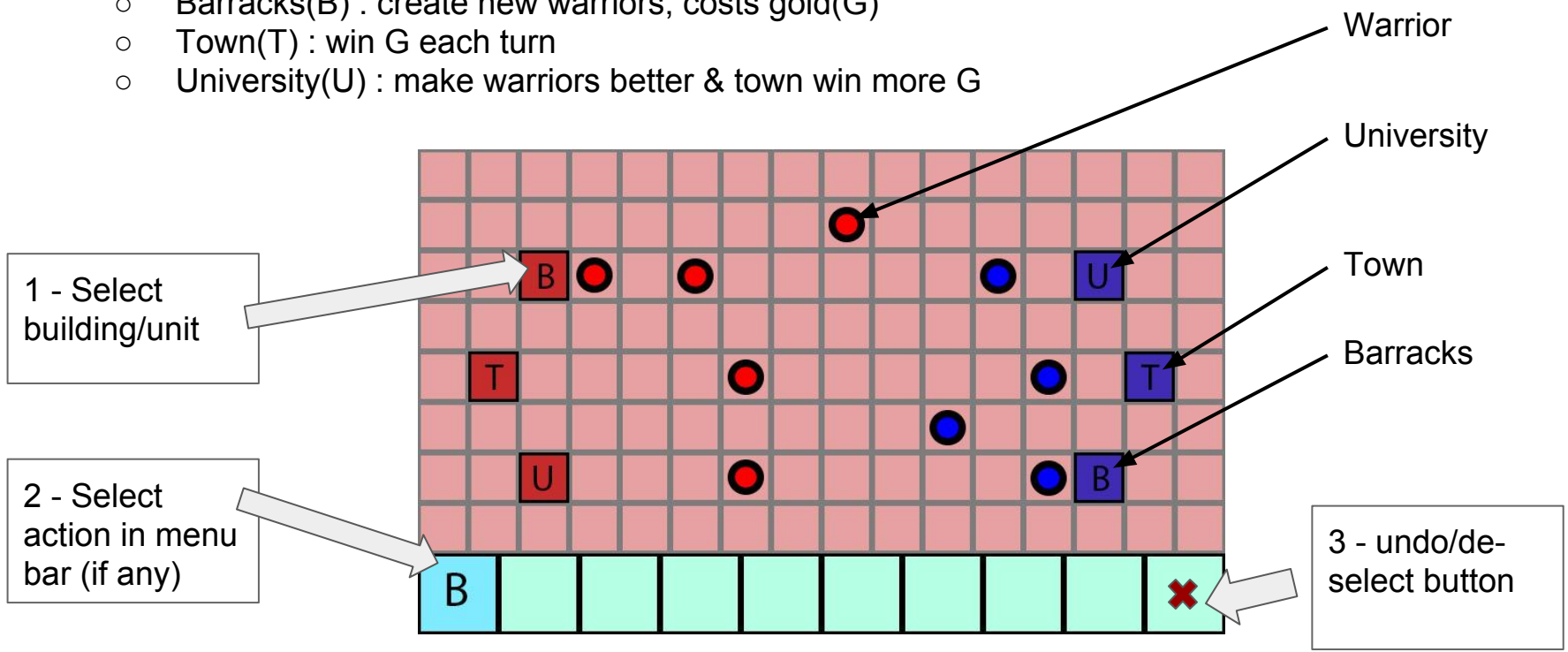
- MAP (800x400) consists of 16x8 tiles (1 tile = 50x50)
- MENU bar (800x80)

LT24 screen (240x320 pixels)

- COMBAT MODE : 3x4 tiles (1 tile = 80x80)
- ADVICE MODE : (?) show advice/some part of the rules

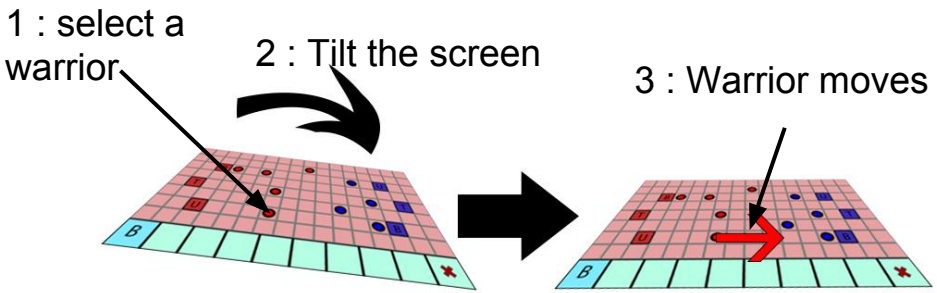
Game description (1)

- ★ Two teams (RED vs BLU), turn-based strategy game
- ★ Goal : destroy enemy buildings(3) with warriors
- ★ Buildings :
  - ○ Barracks(B) : create new warriors, costs gold(G)
  - ○ Town(T) : win G each turn
  - ○ University(U) : make warriors better & town win more G

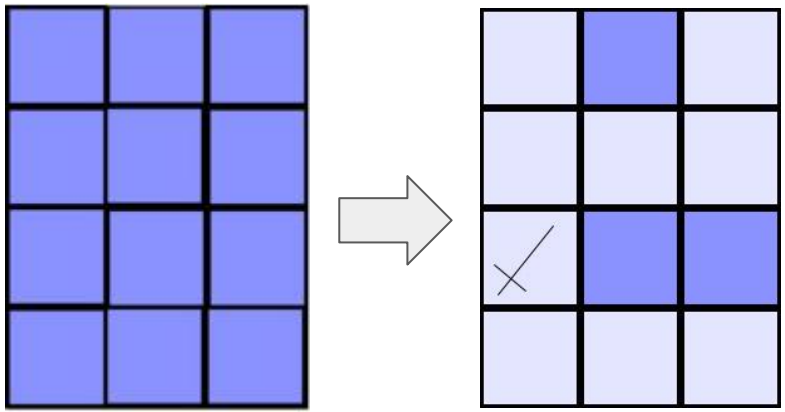


Game description (2)

- ★ Warriors have fixed number of actions/turn = move and/or fight and/or destroy a building (goal : destroy all buildings)
- ★ Moving is performed with the accelerometer of the MTL device (a)
- ★ Fighting warriors triggers a minigame between the two players (player A has the MTL, B has LT24) (b)
  - ○ Both players have a 3x4 tile grid : touching a tile will (after small delay) reveal the (first hidden) tile content
  - ○ The first player to find a sword in the grid (randomly placed) will win the fight

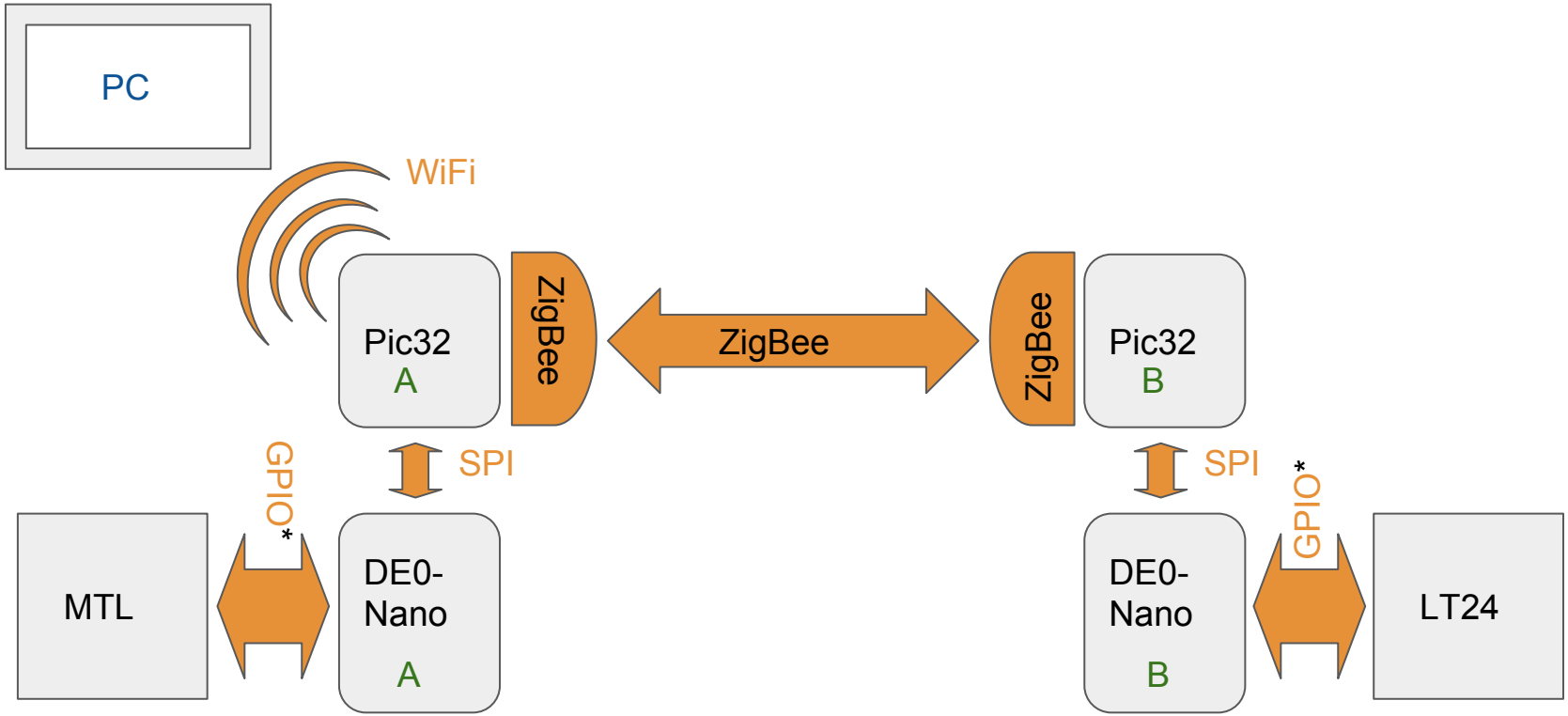


(a) moving



(b) fighting

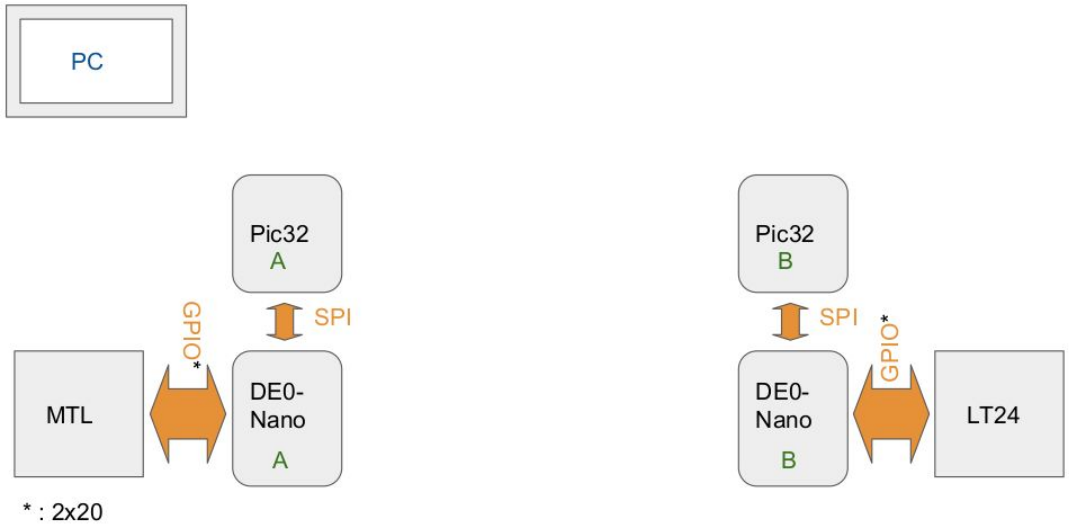
Block Scheme



* : 2x20

Block Scheme

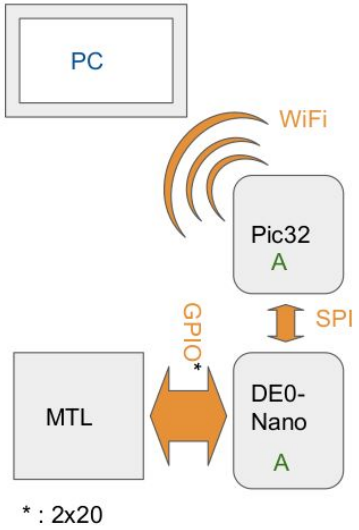
Before a new round

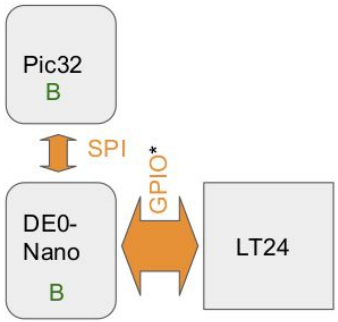


- A and B are independent
- A is waiting for a new round from the MTL
- One he receive it, it will inform B via the ZigBee and the PC using WiFi

Block Scheme

During the round

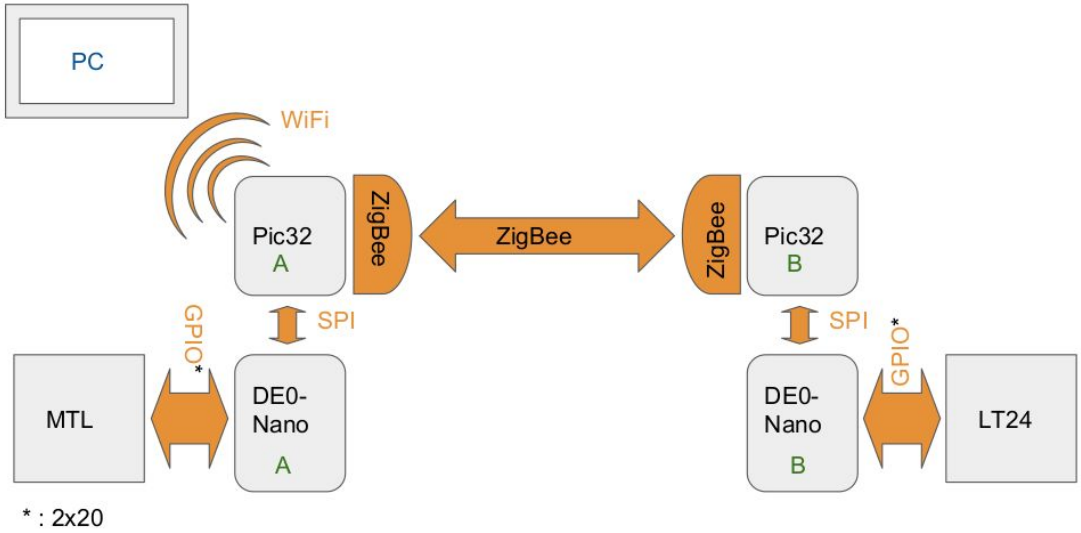




- A choosing his operations
- A is interacting with PC to update his behaviour
- When a fight occurs, A inform B via ZigBee. A and B start a timer
- When the fight is over they each send the timer state to the other one

Block Scheme

End of the round



- A finish his round
- A inform the PC and B that the round is over
- PC and B display this information to the screens