**VIDEO GAME**

Given a fixed polygon with two points A and B in each level, we ask the player to place some beacons (in order) they think will be able to route between the point A and the point B. Using the inverse attraction region, we check if A is attracted by the first beacon, the first beacon by the second and so on, to verify the routing between A and B is valid. If not, a message could appear indicating the user where the mistake is. We note the number of beacons which have been used by the player.

Options:

1. We could compare this number to that the Sufficient Beacons algorithm would give, so the user would win if they have managed to do it using fewer beacons. The major drawback of this case is that the player would tend to win in most cases.
2. We could establish a ranking of results with past results and use it as a criteria of winning or losing.

Feature

Show the user a possible complex set of beacons to route and ask them if they think they are valid.

Do you think this set of beacons make a routing between this two points in this polygon? If not, where is the problem, i.e. where are you not able to continue?