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Finite State Game

For my finite state game, I’ve created a fantasy game where your objective is to help a village kill a nest of trolls that is nearby. There are a lot of moving parts in the game I made and I actually had to remove certain features that were a bit clunky. There are also some mechanics that I did not add that I wish I could have.

My game contains a few different principles of node/finite state games. Many nodes can be used to traverse back to a previous node or to a forward node throughout the story. Some nodes will loop back into themselves. For example, the node in which you fight the boss troll where combat is continuous until either you or the troll dies. There are times where the player may die or reach an ending and they have to go back to the start so that node would be linked to the starting node. There are times in my game where a player may perform a certain action that causes a ‘switch’ to flip and make something else available elsewhere in the game.

I used twine as it provides a very nice interface for creating these types of games. Installation of my game is very simple as its an html file and can be played in any browser.

As far as gameplay goes, the player’s main goal is to help the town defeat the trolls. This can be accomplished by going into the town and talking to the elder. Then the player can go to the troll cave and have a final battle with the troll. There are also many other side things that can be done for fun or bonuses in the fight.

I learned quite a bit about finite state games doing this project, considering I knew very little prior. Setting up a game as a series of nodes makes a lot of sense especially in a text based format. You can think of any game as a series of rooms that can be traversed forward or backwards so a node-based graph makes this design easy to implement. Each room could be considered a state and when the player is in that node the game is in that state.