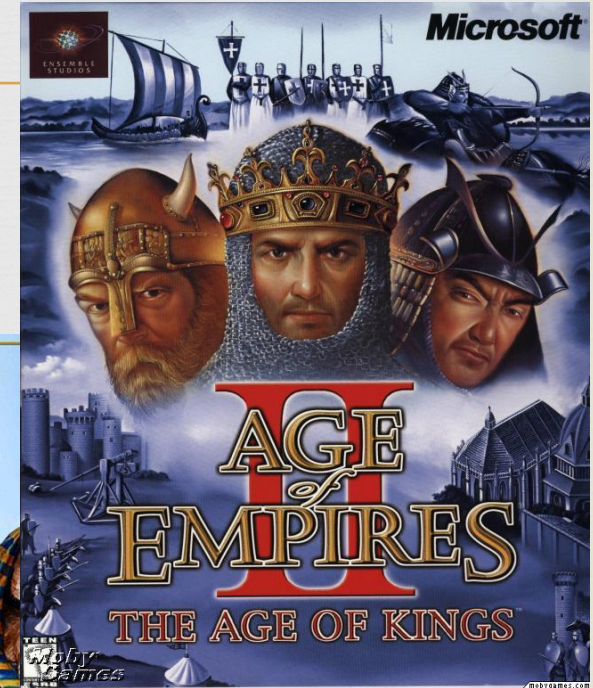
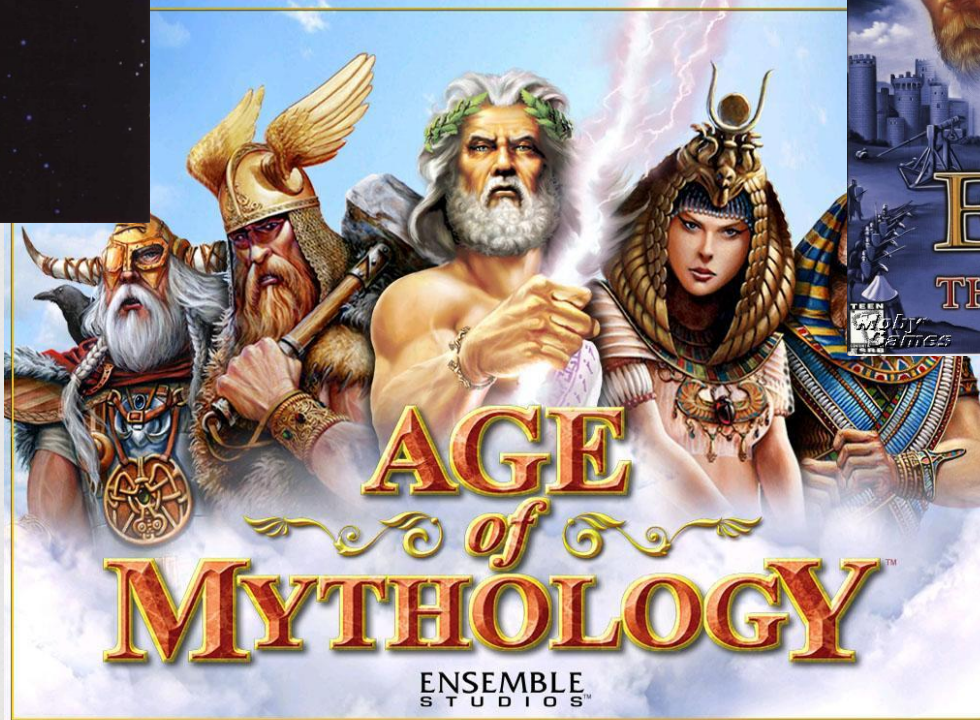


Civilizations



Inspiration







Overview



- ❧ Compete to be the last civilization remaining
- ❧ Use collected resources to create units
 - ❧ Workers forage
 - ❧ Soldiers fight
- ❧ Choose different AI strategies

Implementation



- Resource setup

- AI for workers

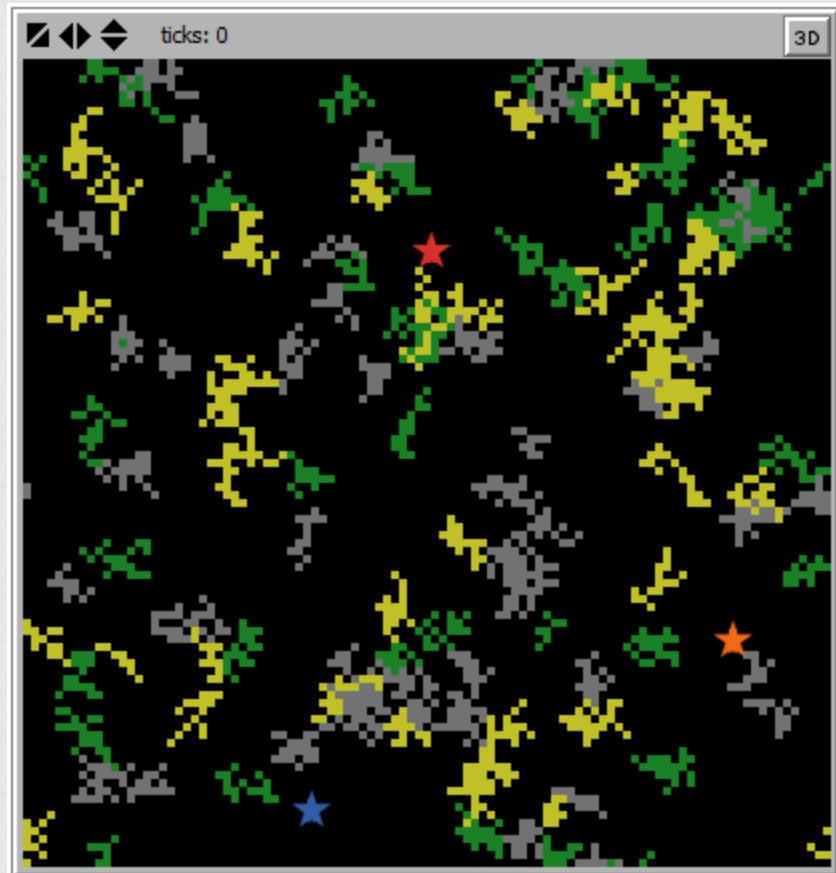
 - Forage

 - Return home

- AI for soldiers

 - Fight

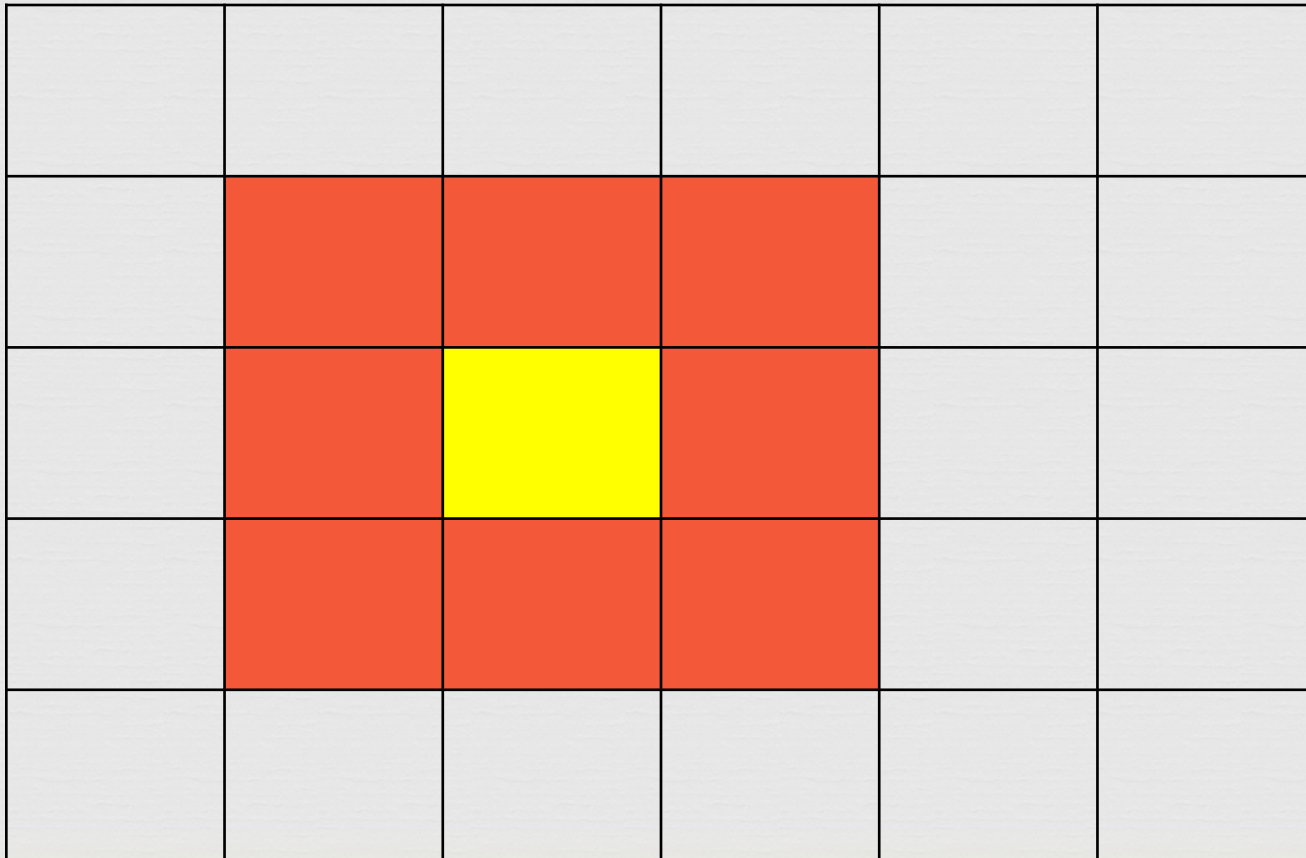
 - Move



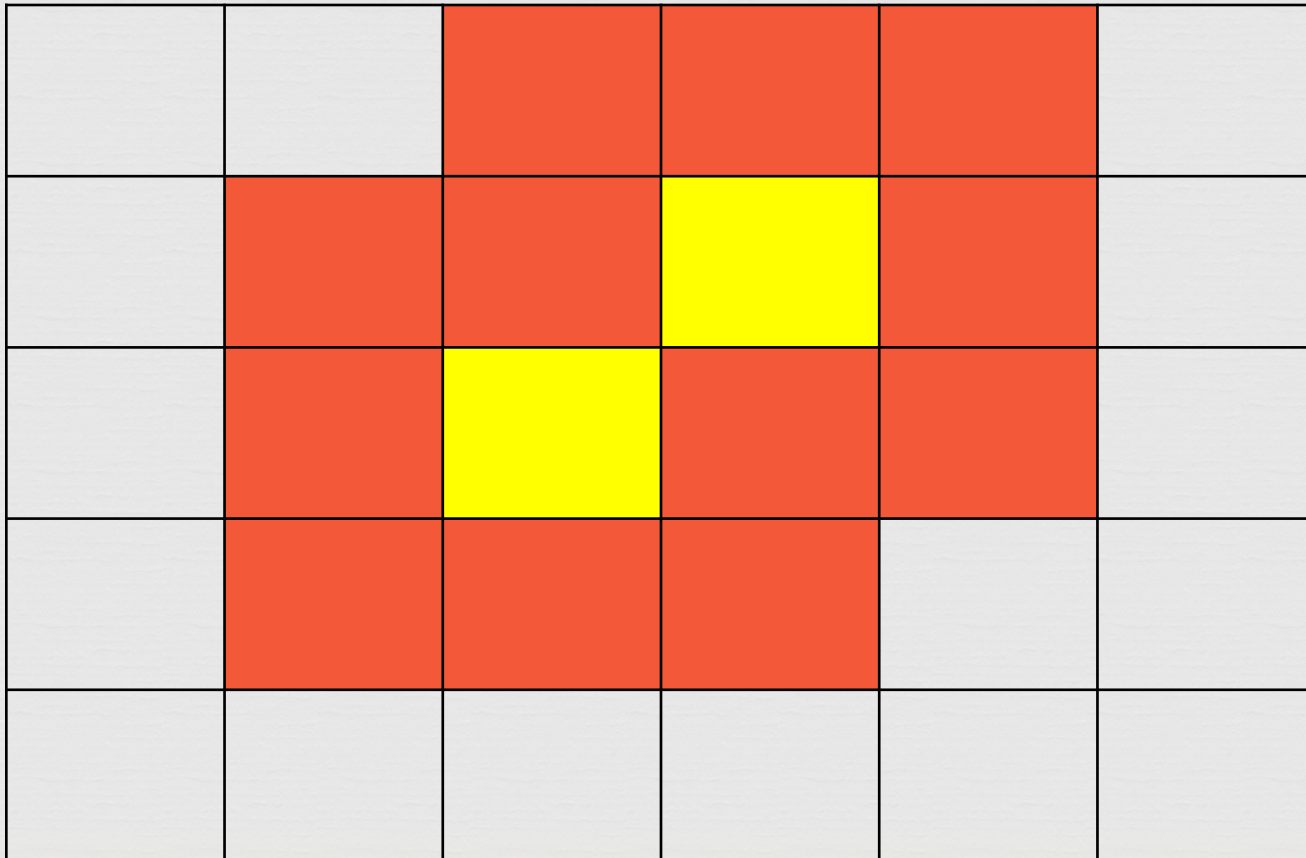
Implementation



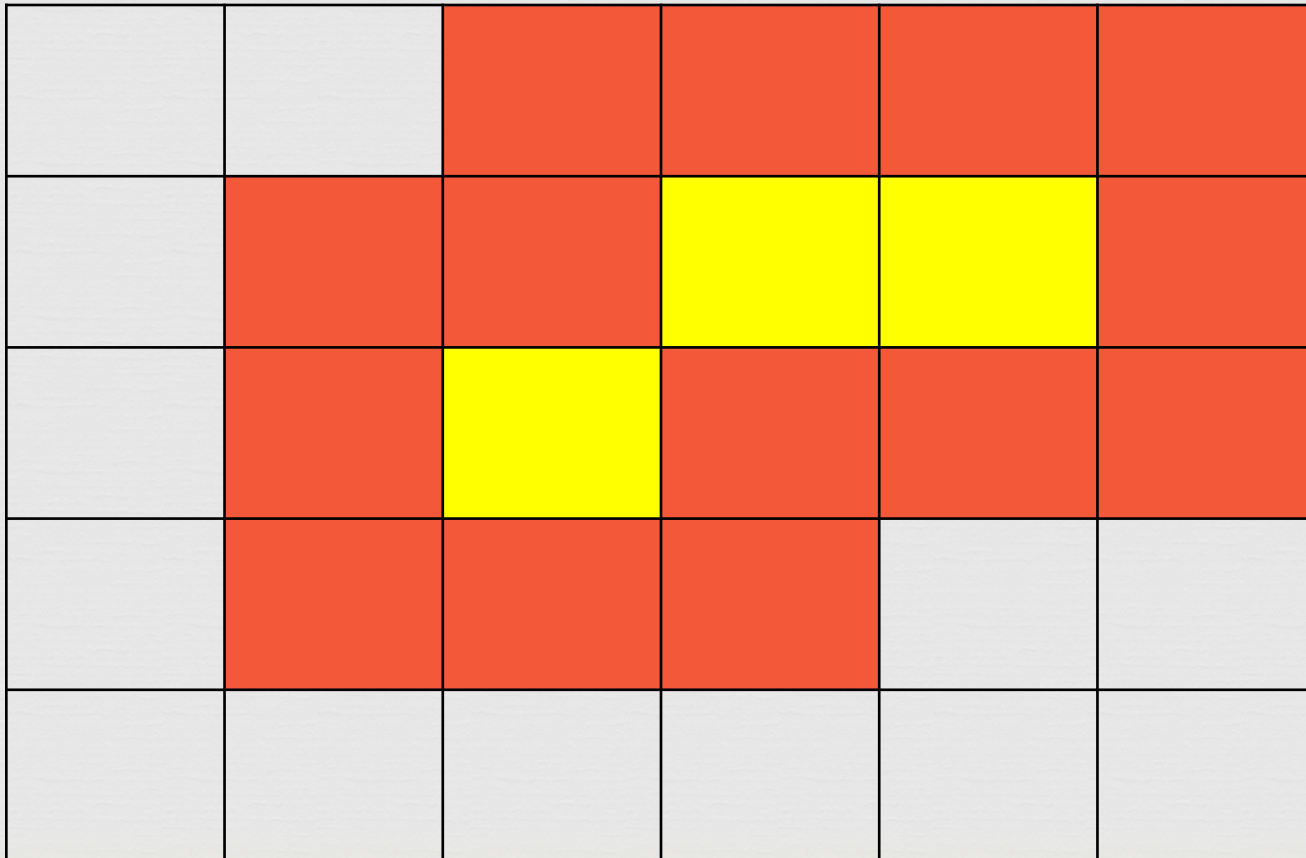
Implementation



Implementation



Implementation



Implementation



Implementation



- Resource setup

- AI for workers

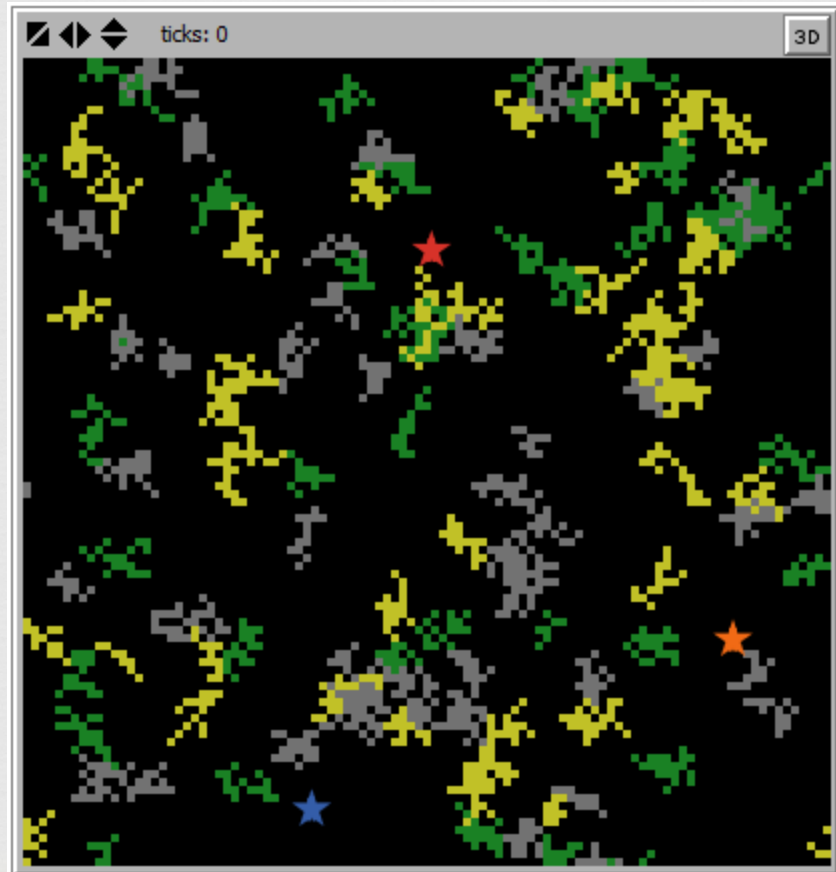
 - Forage

 - Return home

- AI for soldiers

 - Fight

 - Move



User Control



- ❧ Number of civilizations
- ❧ Number of resources
- ❧ Density of resources
- ❧ Line of sight
- ❧ Strategy for you/them
 - ❧ Unit to prefer
 - ❧ Attack method to use

Results



- œ Optimal strategy:
 - œ Build soldiers
 - œ Offensively attack
- œ Win rate: 49% (with 3 players)
 - œ Expected rate would be 33%