

# Space Encoders

Patrick Sardinha

Marvin Fourastié

# Observations



Pas d'avantage réel à prendre équipement



Temps de jeu d'une partie trop long



Pas de vérification de la construction



Permettre différentes tuiles pour un même algorithme

# Modifications apportées



Suppression des équipements



Suppression de l'action [LOCK A TILE]



Modification de la Bourrasque



Ajout de l'action [SWAP A TILE]



Modification de l'action [DRAW A TILE]

# Présentation du jeu

WELCOME TO SPACE ENCORDER

ENTER THE NUMBER OF PLAYER (2-4): 3

Name of player 1: Jean

Name of player 2: Pierre

Name of player 3: Bernard

# Règles & Buts

## GOALS:

The goal of this game is to create several algorithms with tiles in order to allow the rocket to take off. The tiles must be well connected !  
This game is based on cooperation so you are advised to play with your allies !  
But be careful, you have to be fast enough to build everything before the end of time !

## RULES:

Firstly every player begin in the center of the map (in the same case of the Rocket).  
The algorithms to build are selected randomly (number of player = number of algorithms to build) ! Each turn, each player can do 4 actions or less.  
He has the choice between : (1) Draw a card, (2) Move on the map, (3) Explore the map, (4) Remove a tile, (5) Swap a tile, (6) Skip turn.  
Moreover there are several unforeseen during the game : The storm cards. It happend every end of turn of a player !  
The more the gauge is high, the more storm cards are applied !  
When every algorithms are well constructed before the end of the deadline and if every player are in the center, the game is win !

The effect of action are the followings:

[Draw a tile] : choose a tile from the draw stack  
[Move on the map] : move on tiles  
[Explore the map] : place a tile on a case adjacent to its position  
[Remove a tile] : remove a tile on a case adjacent to its position  
[Swap a tile] : swap a tile between 2 players  
[Skip turn] : simply skip your turn

The effect of storm cards are the followings:

[Vent Tourne Horaire] : change the wind direction clockwise  
[Vent Tourne Anti-Horaire] : change the wind direction counter clockwise  
[Eclair] : remove 1 HP of deadline  
[Bourasque] : push all player (1 case) in the wind direction  
[Orage se dechaine] : increase by 1 the storm gauge  
[Orage se dechaine + Melange pile]: same + remix all storm cards

Press [ENTER] to begin the game !

# Actions

The effect of action are the followings:

[Draw a tile] : choose a tile from the draw stack

[Move on the map] : move on tiles

[Explore the map] : place a tile on a case adjacent to its position

[Remove a tile] : remove a tile on a case adjacent to its position

[Swap a tile] : swap a tile between 2 players

[Skip turn] : simply skip your turn

# Cartes Orage

The effect of storm cards are the followings:

[Vent Tourne Horaire] : change the wind direction clockwise

[Vent Tourne Anti-Horaire] : change the wind direction counter clockwise

[Eclair] : remove 1 HP of deadline

[Bourasque] : push all player (1 case) in the wind direction

[Orage se dechaine] : increase by 1 the storm gauge

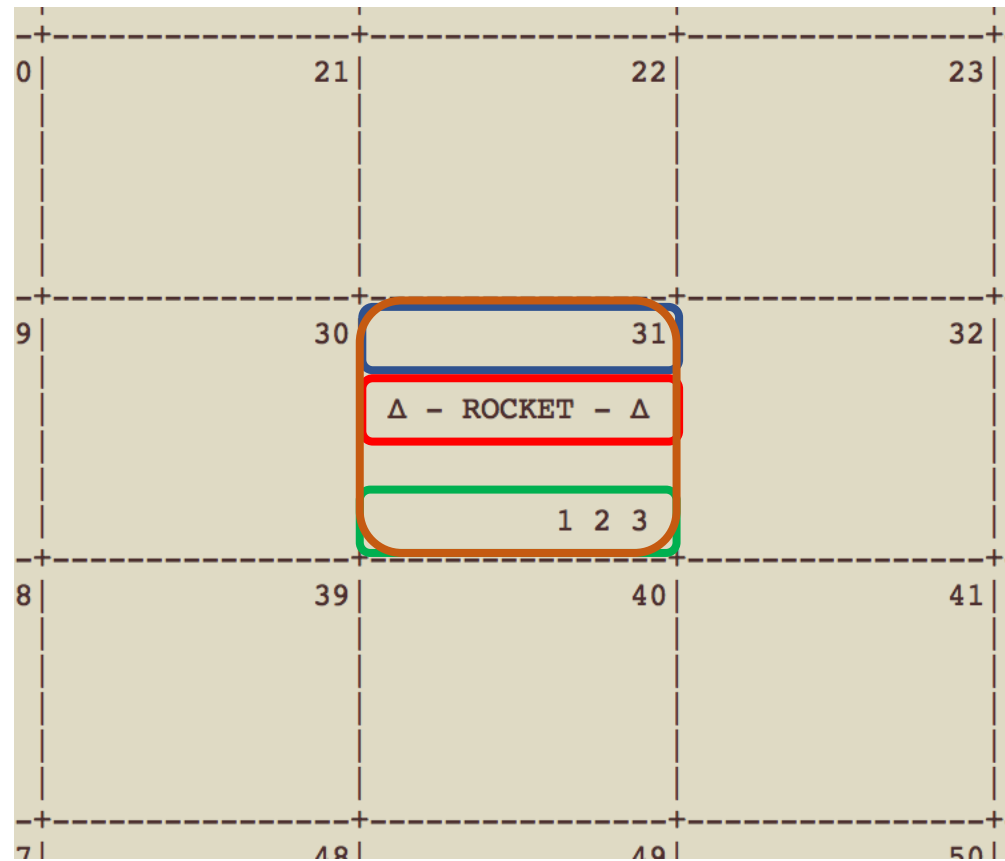
[Orage se dechaine + Melange pile]: same + remix all storm cards

The initial board :

0	1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16	17
18	19	20	21	22	23	24	25	26
27	28	29	30	31	32	33	34	35
			$\Delta$ - ROCKET - $\Delta$	1 2 3				
36	37	38	39	40	41	42	43	44
45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62



# Organisation du plateau



# Tour de jeu

TURN OF PLAYER 3 : Bernard

The next storm cards are : -> [Bourasque] -> [Bourasque] -> [Bourasque] -> [Eclair] -> [Orage se dechaine + Melange pile] -> ...  
The wind direction is: →

ACTION NUMBER: ①

Your set of tiles: []  
Jean's set of tile: []  
Pierre's set of tile: []

SELECT YOUR ACTION:

- |                     |                     |
|---------------------|---------------------|
| 1 - Draw a tile     | 2 - Move on the map |
| 3 - Explore the map | 4 - Remove a tile   |
| 5 - Swap a tile     | 6 - Skip turn       |


# Draw a tile

```
ACTION NUMBER: 1
Your set of tiles: []
Jean's set of tile: []
Pierre's set of tile: []

SELECT YOUR ACTION:
1 - Draw a tile          2 - Move on the map
3 - Explore the map      4 - Remove a tile
5 - Swap a tile          6 - Skip turn

1

List of tiles unveiled: ["! = 0", "_", "n"]
Select a tile:
1 - ! = 0
2 - _
3 - n
3
```



# Draw a tile

ACTION NUMBER: ②

Your set of tiles: ["n"]

Jean's set of tile: []

Pierre's set of tile: []

SELECT YOUR ACTION:

1 - Draw a tile

2 - Move on the map

3 - Explore the map

4 - Remove a tile

5 - Swap a tile

6 - Skip turn



# Explore the map

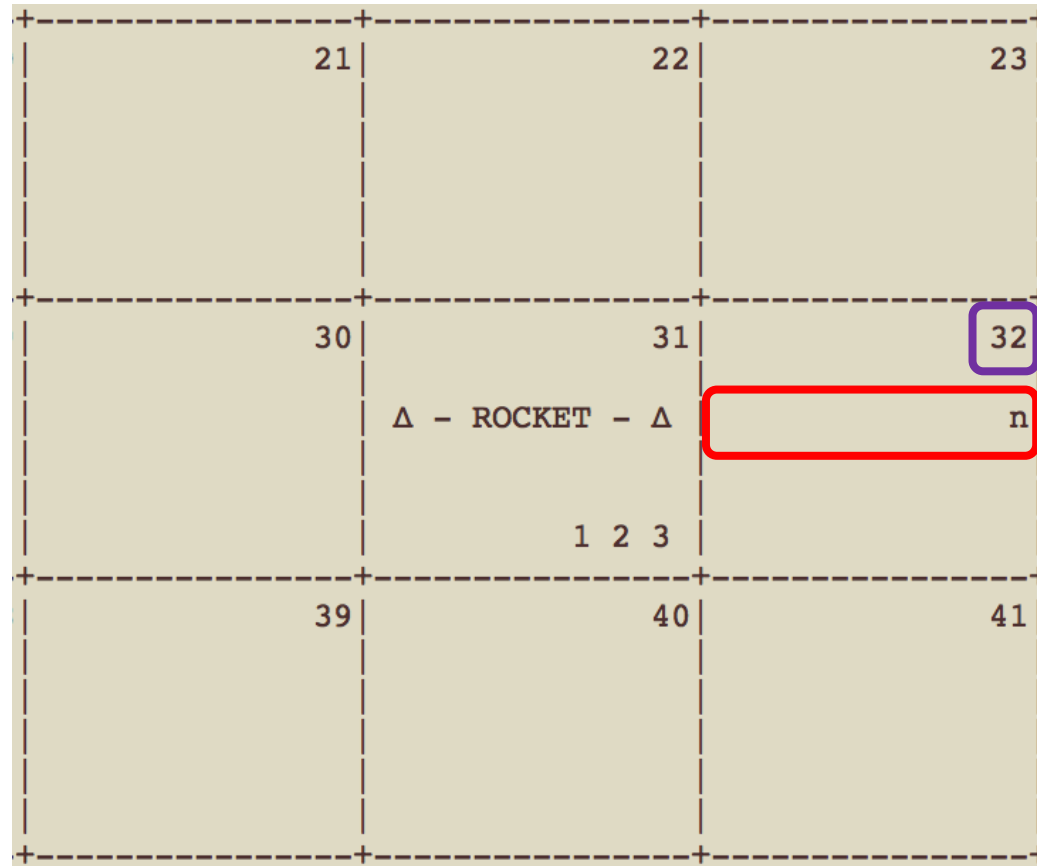
```
ACTION NUMBER: 2
Your set of tiles: ["n"]
Jean's set of tile: []
Pierre's set of tile: []

SELECT YOUR ACTION:
1 - Draw a tile           2 - Move on the map
3 - Explore the map       4 - Remove a tile
5 - Swap a tile           6 - Skip turn

3

Your set of tile: ["n"]
You are on the case: 31
Select a tile:
1 - n
1
Select a position:
1 - 22
2 - 40
3 - 30
4 - 32
4
```

# Explore the map



# Move on the map

```
ACTION NUMBER: 3
Your set of tiles: []
Jean's set of tile: []
Pierre's set of tile: []
```

```
SELECT YOUR ACTION:
```

1 - Draw a tile	2 - Move on the map
3 - Explore the map	4 - Remove a tile
5 - Swap a tile	6 - Skip turn

```
2
```

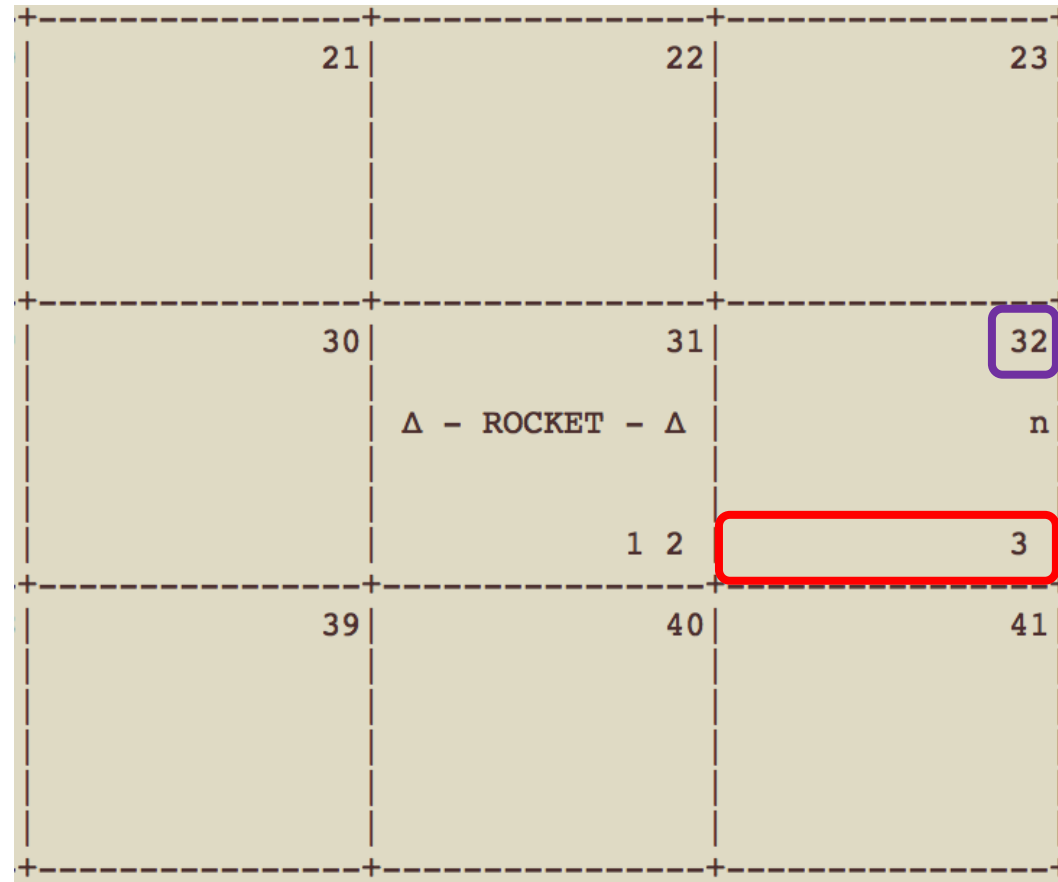
```
Select a position:
```

```
1 - Case numéro: 32
```

```
1
```



# Move on the map





# Bourrasque



The next storm cards are : -> [Bourrasque] -> [Bourrasque] -> [Eclair] -> [Orage se dechaine + Melange pile] -> [Orage se dechaine] -> ...  
The wind direction is: →

21	22	23
30	31 Δ - ROCKET - Δ	32 n
39	40	41 3 1 2

# Remove a tile

22	23	24
31 $\Delta$ - ROCKET - $\Delta$	32 n	33 BEGIN
40	41 ! = 0	42 2

# Remove a tile

```
ACTION NUMBER: 4
Your set of tiles:  ["warm()"]
Jean's set of tile:  ["! = 0"]
Bernard's set of tile:  []

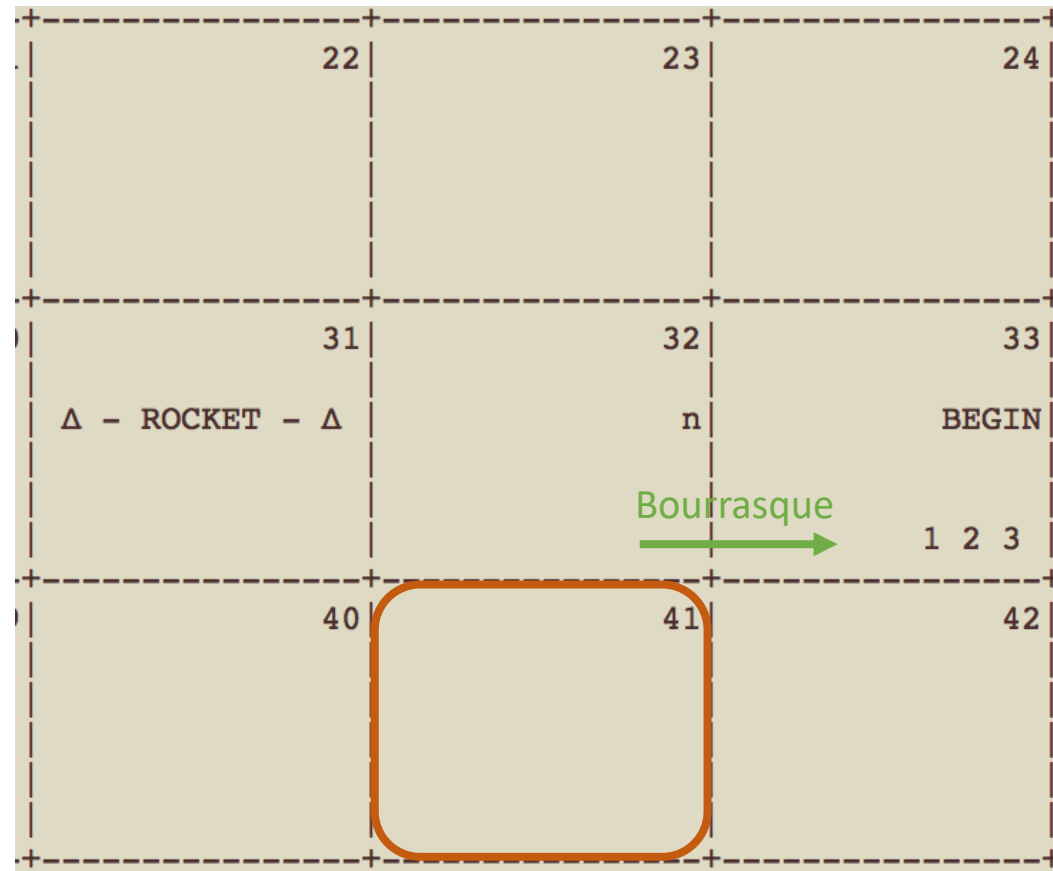
SELECT YOUR ACTION:
1 - Draw a tile          2 - Move on the map
3 - Explore the map      4 - Remove a tile
5 - Swap a tile          6 - Skip turn

4

Select a position to remove the tile on:
1 - 41
2 - 33
█
```



# Remove a tile



# Swap a tile

ACTION NUMBER: 2

Your set of tiles: ["n"]

Jean's set of tile: ["! = 0"]

Pierre's set of tile: ["warm()"]

SELECT YOUR ACTION:

1 - Draw a tile

2 - Move on the map

3 - Explore the map

4 - Remove a tile

5 - Swap a tile

6 - Skip turn

5

La permutation



Your set of tiles: ["n"]

Jean's set of tile: ["! = 0"]

# Swap a tile

5

The set of tiles of the others players (no empty):

Select a player to swap a tile:

1 (Jean) - ["! = 0"]

2 (Pierre) - ["warm()"]

1

Which tile you want swap from your deck?

1 - n

1

With which tile from Jean's deck?

1 - ! = 0

La permutation




Your set of tiles: ["n"]

Jean's set of tile: ["! = 0"]

# Swap a tile

```
ACTION NUMBER: 3
Your set of tiles:  ["! = 0"]
Jean's set of tile:  ["n"]
Pierre's set of tile: ["warm()"]

SELECT YOUR ACTION:
1 - Draw a tile           2 - Move on the map
3 - Explore the map       4 - Remove a tile
5 - Swap a tile           6 - Skip turn
```



La permutation



```
Your set of tiles:  ["n"]
Jean's set of tile: ["! = 0"]
```

# D'autres actions



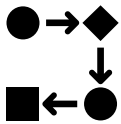
Echange de tuiles si main pleine



Rotation du vent



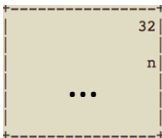
# Les prochaines semaines



Modification des algorithmes



Créer l'interpréteur pour tester les algorithmes construits



Ajout d'informations concernant les tuiles



Améliorer l'affichage des informations



Rédaction du rapport