Space Encoders

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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 ENCODERS

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:
Firsty 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

```
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[Orage se dechaine + Melange pile]: same + remix all storm cards
```
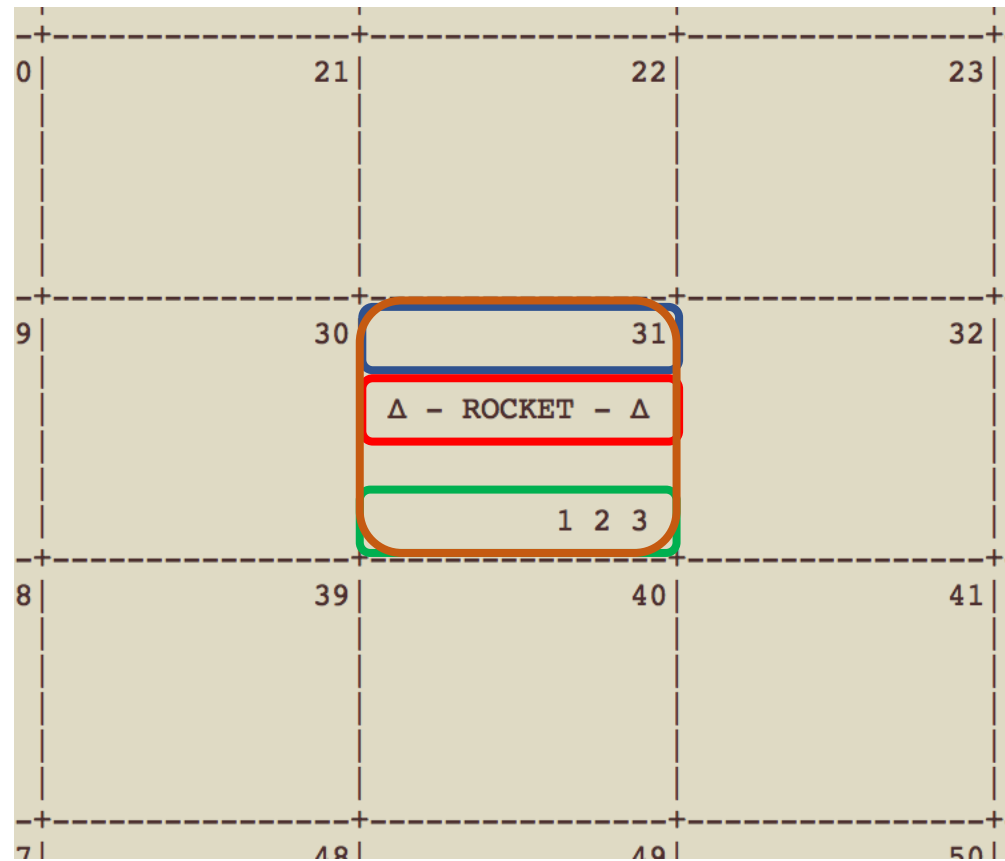
The initial board :

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 Δ – ROCKET – Δ 1 2 3	32	33	34	35
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
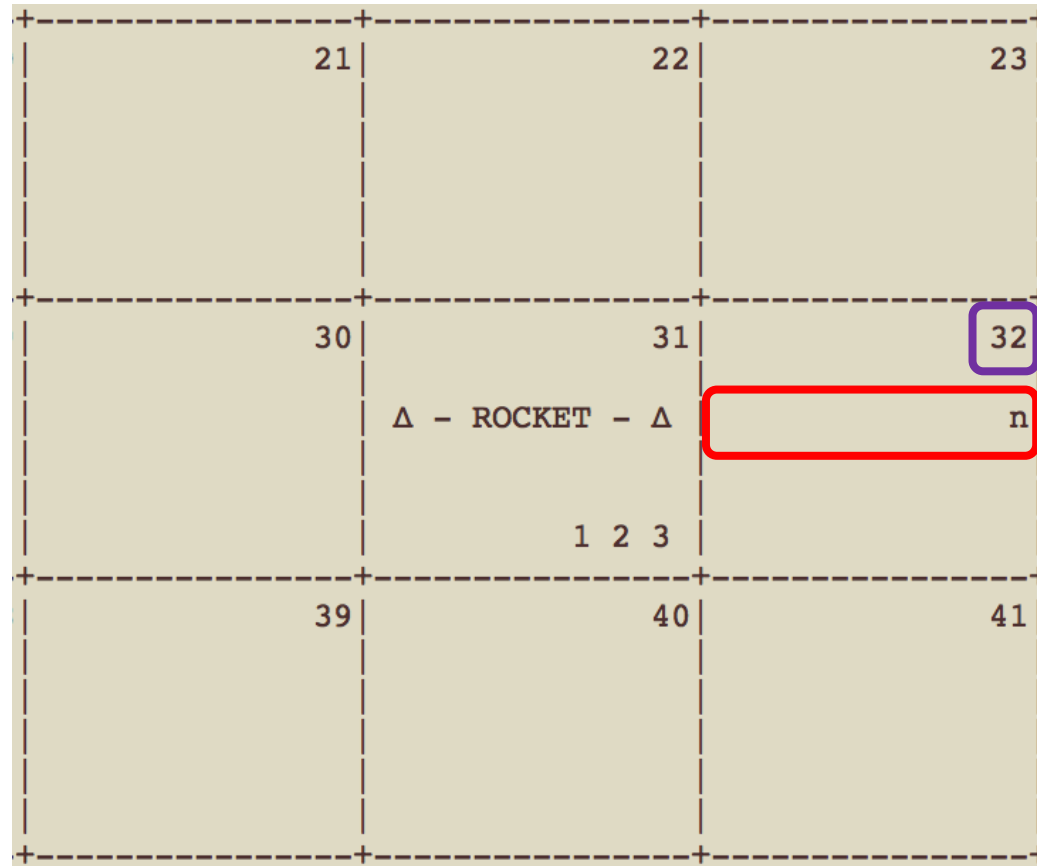
```
ACTION NUMBER: 2
Your set of tiles:  ["n"]
Jean's set of tile:  []
Pierre's set of tile:  []

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

```
+--------------+--------------+--------------+
|            21|            22|            23|
|              |              |              |
|              |              |              |
|              |              |              |
|              |              |              |
+--------------+--------------+--------------+
|            30|            31|           [32]|
|              |              |              |
|              | Δ – ROCKET – Δ|           n |
|              |              |              |
|              |    1 2 3     |              |
+--------------+--------------+--------------+
|            39|            40|            41|
|              |              |              |
|              |              |              |
|              |              |              |
|              |              |              |
+--------------+--------------+--------------+
```

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
```
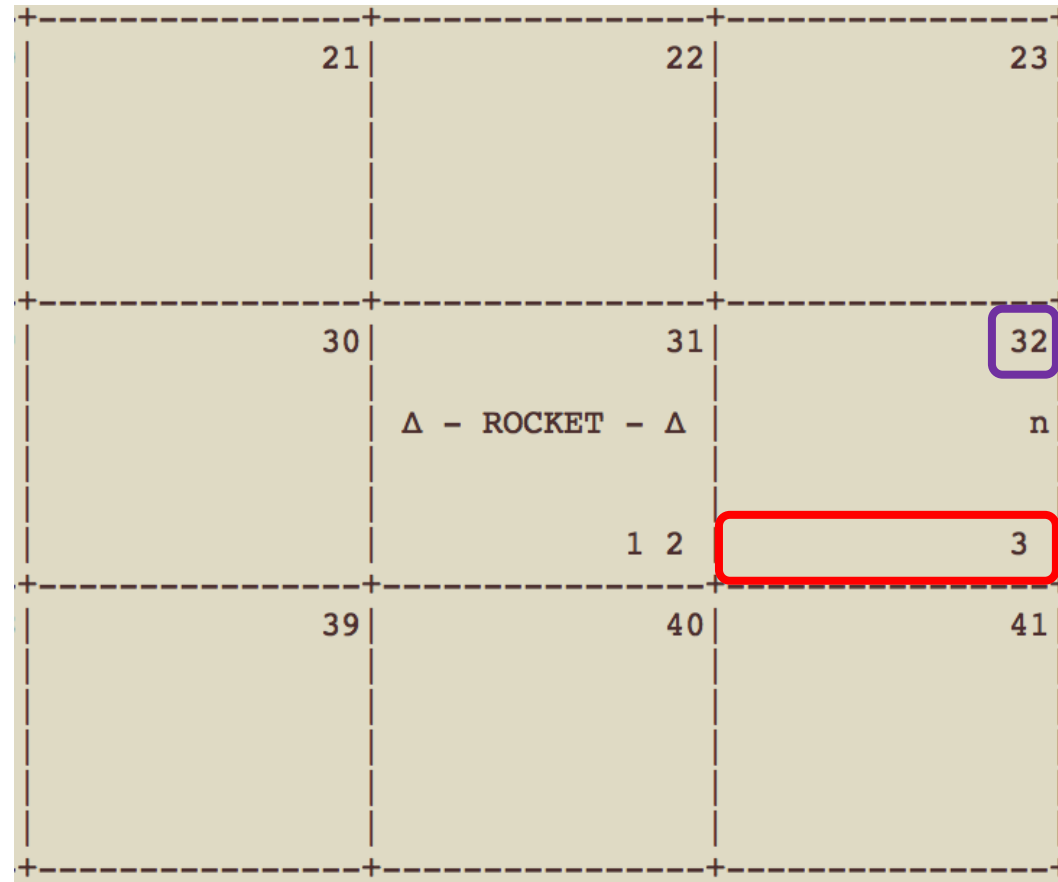
Move on the map

Bourrasque

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

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

Remove a tile

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
```
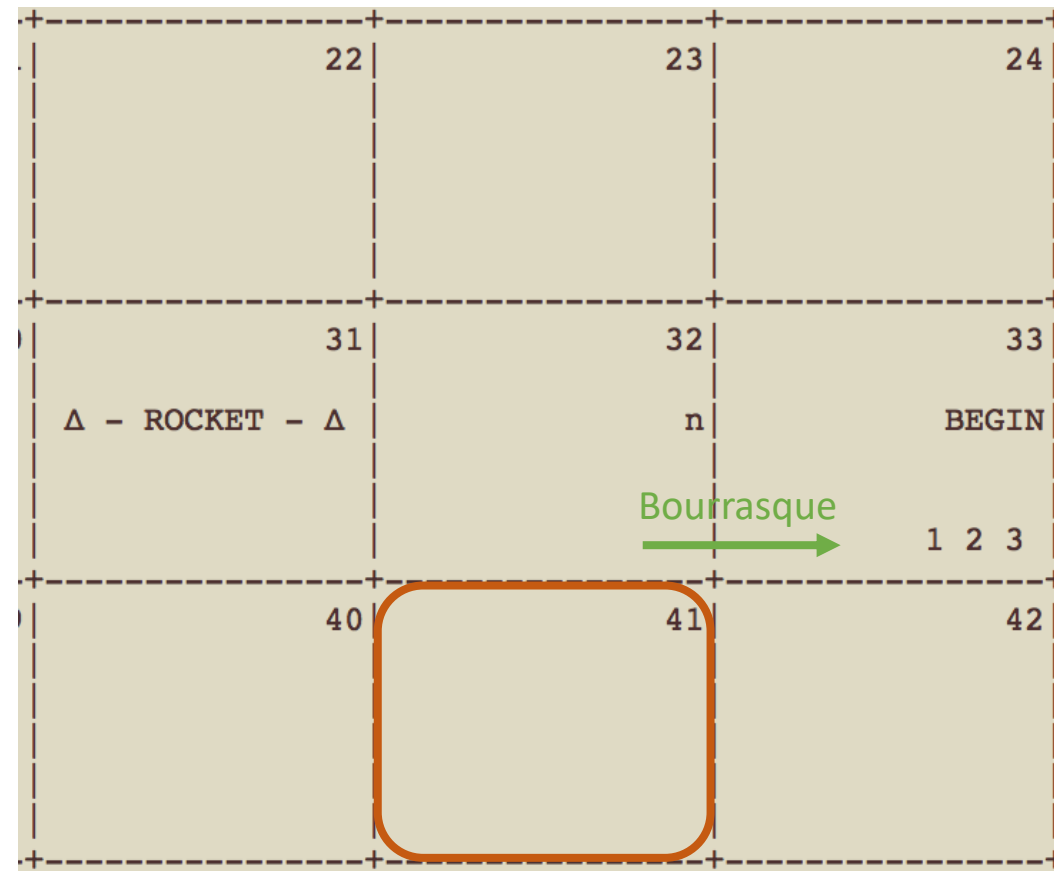
Remove a tile

À fix : ne peut pas remove si un des joueurs dessus

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"]
```
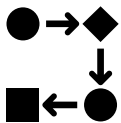
D'autres actions
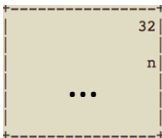
Echange de tuiles si main pleine

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