

COLLECT DATA:

- I watched both Lewis & Ben (Yogscast Live)
 - ▶ Kaiju Wars | w/ Lewis & Ben | Lewis And Ben Save The World | Jingle Jam 2022 |
I stopped at timestamp 35:59. And i also watched Greysht Production's stream of the first hour of the game
 - ▶ NEW GIANT MONSTER STRATEGY GAME DESTROYS GREYSHOT! | Kaiju Wa...
I stopped at 41: 36. The streamer were getting familiar with the game and using previous gaming experience to aid, with that they helped with explaining and understanding the game easier.

ANALYZE PROPERTIES

- Does the game contain any stochastic elements:
 - UNCERTAINTY AND UNPREDICTABILITY:
 - The attacks of the monster are random and cannot be predicted, the monster could decide to walk around your army base/tank, it could decide to smash it. The outcome of using kaiju abilities to attack or defend might not be certain, and there could be a random factor involved. For instance, some abilities might have a chance to fail or deal varying amounts of damage, which could influence the overall progress of the battle.
 - Because of elements like the structure of the battlefield and the environment, the placement of kaiju for maximum advantage may be somewhat unpredictable or random. The battle may become more unexpected if there are susceptible items or unpredictably dangerous situations.
 - The selection of the kaiju monster, it's possible that the selection of available kaiju options could be randomized or variable in some way.
- Does the game contain any partially observable elements?
 - The hidden information about the enemy kaiju's abilities could make the environment partially observable, because regardless of the players knowledge of the game, so the plate takes an action based on partial knowledge of the kaiju
 - Another case, could be the environment, you have situations where the military base is incompetent/ not have enough to fight the kaiju monster, there was no information that the military base or whatever
 - After the defeat of a kaiju or in the beginning of the game, the player has no knowledge of where in the environment the kaiju monster could come from.
 - The player could also be able to determine the kaijus lives and health, not knowing how much needs to be dealt to win the game.

CRITIQUE A REVIEW

- The user who reviewed "Kaiju Wars" claimed that the hard mode was more of a random number generator suffering simulator than a challenge, and that winning required several

low probability rolls. However, this claim is incorrect because each action has an independent probability of success or failure, and game designers often use randomness to increase challenge and unpredictability. The user's difficulties might have arisen from factors such as inadequate information or decision-making, but their statements indicate a lack of understanding of the role of randomness and probability in game design, even though they are entitled to their personal opinion. The use of randomness or uncertainty in game mechanics is a common design choice in many strategy games, as it can add an extra layer of challenge and unpredictability. This concept is discussed in Chapter 4 of the AIMA textbook, which covers search algorithms in uncertain environments (partially observable, nondeterministic) .