ICKEPS 2024

Real-Time Strategy Scenario v1.1

Thanks to the model you have designed in the previous session, the game designers were able to run a few tests. In doing so, they identified a number of issues that should be fixed to improve the gaming experience. In particular:

Requirements extension

- A new building needs to be introduced – **power plant.** As a result, **tech facility** and **tank factory** now require a **power plant** before they can be built such that each building (tech facility and tank factory) has its own power plant.
- A **worker** can build at most two buildings, and then it disappears and a new one must be trained.
- There are 3 different types of **soil**: sand, rock, and boggy. Buildings can only be built on rock. Units that are on boggy soil will become stuck and won't be able to move anymore. At the start of the game you have enough rocks to build all required buildings, and at least one sand and one boggy area.

Extended Problems to solve

Problem 1: The player initially has a base. The player needs to train light infantry.

Problem 2: The player initially has a base. The player needs to train light infantry and a tank. The tank must be moved to a boggy area.

Problem 3: The player initially has a base. The player needs to train light infantry, and two siege tanks.

Problem 4: The player initially has a base. The player needs to train two heavy infantry, one tank and one siege tank.

Problem 5: The player initially has a worker. The player needs to train two light infantry, one tank and two siege tanks.