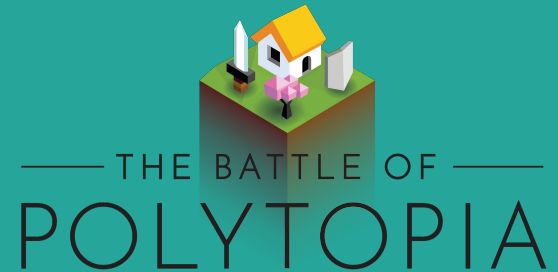# CSC 503 : Project Proposal

Strategy Game using ASP Solver
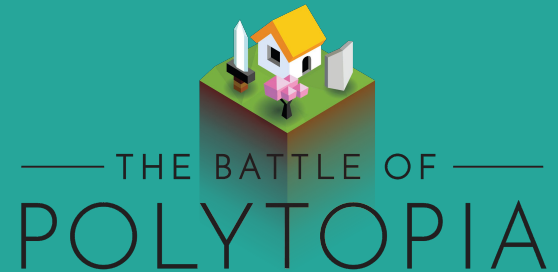
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Sagar Bajaj & Harshit Patel

Have you played Civilization or Polytopia?

It's almost the same. But with different features.

The Working

Basics

Build a better civ than your opponent

- 2 Players or more.

- Starting conditions

- Ending conditions

- Map generation is dynamic using rules

Gameplay

1. Start with only a few tiles visible and certain resources

2. Explore Map and collect resources while expanding kingdom

3. Use resources to create units and buildings

4. Destroy enemy using the units to win the game
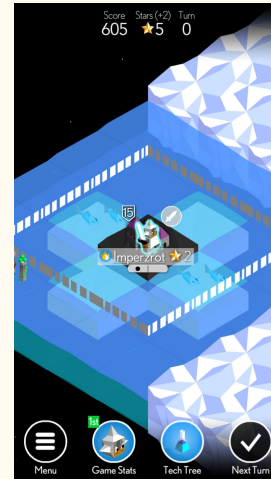
Our Aim

Creating a basic version of the same game

Why this project

Unlimited possibilities of expansion

- Rules can be as complex or as simple as desired
- Adding more rules is may be complicated using traditional programming but ASP will make it easier.
- We will start with a basic aim of creating a map with a single resource that players need to find.

Difference compared to Polytopia

- May add diplomacy because that is missing in polytopia.
- Players will be given an opportunity to modify the game using their own constraints before starting.

Technologies we will use

- Clingo API for python
- Python
- TBD UI/UX Software

Questions?