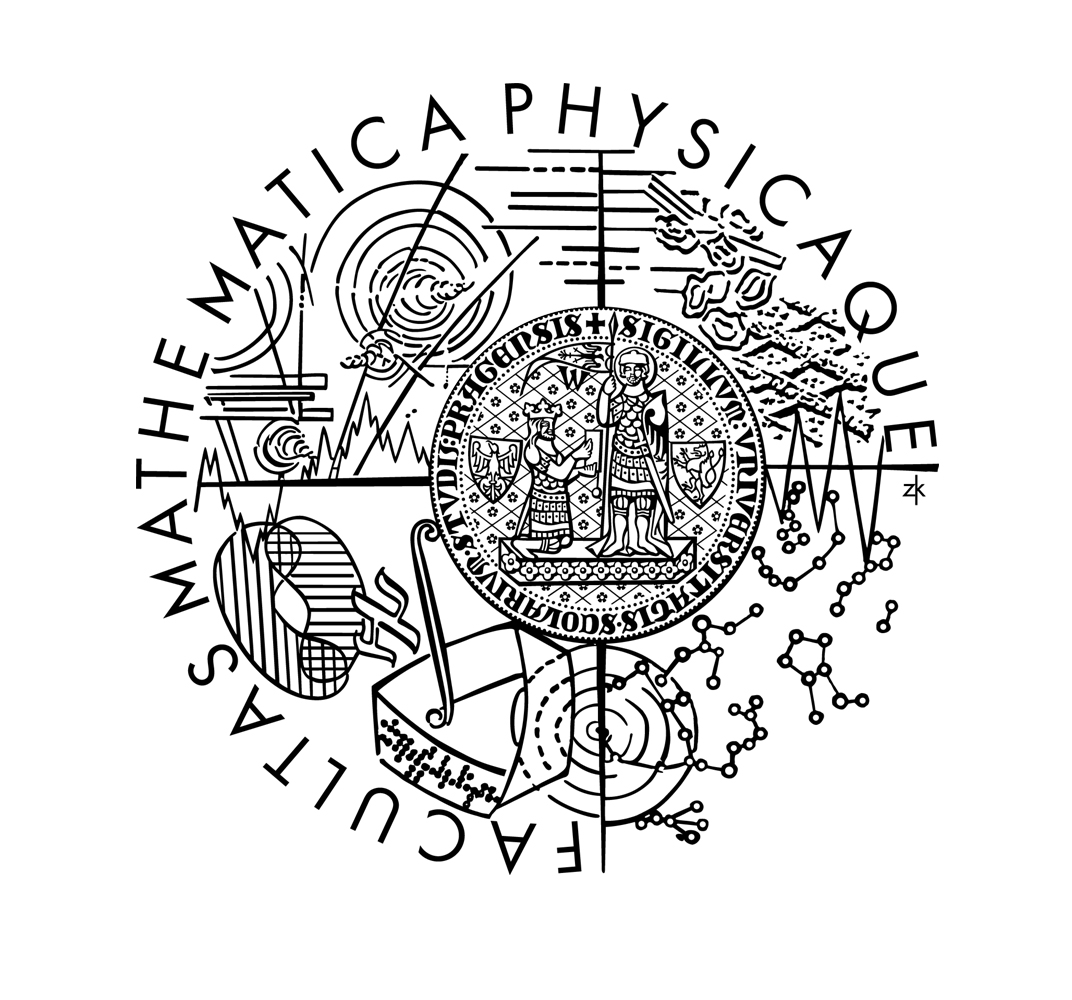
Charles University in Prague

Faculty of Mathematics and Physics

**BACHELOR THESIS**



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**3D action game in a bizzare city**

Department of Theoretical Computer Science and Mathematical Logic

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Study programme: Computer Science (B1801)

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# Introduction

There are many of action games with 3D graphical visualisation made. Main reason for start using synthetized 3-dimensional space was to bring more realistic feeling from the game to the player. Nowadays developers and designers are trying to make better and better simulation of this world using 3D. Aim of this paper is different from these ideas. It deals with game situated in space which doesn’t follow basic physical laws of our world.

Let’s figure out a game that maybe looks like a classical 3D. But parts of game map are connected to each other as a generic graph. In this game you can go straight until you reach your first position. But you don’t come from the back of your original stand at all. For example you can come from the right or from any other direction. And this is the world of our game.

Player’s goal will be to occupy the entire city. He must go to all of its quarters and capture it one by one. His enemy has exactly the same objective. Because of that, both of them have leave captured quarters guarded by their friends. The one, who first orients in the map and gets all parts of map in his property, wins

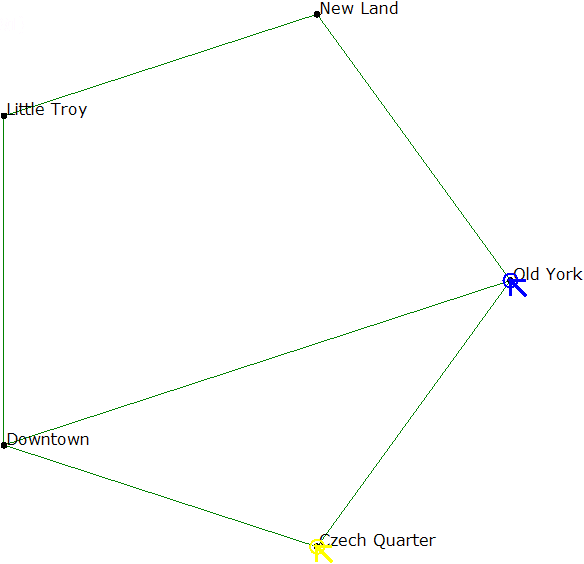
This paper mainly describes implementation of whole action game situated in the introduced space. It begins with model of the program based on Microsoft XNA Game studio [1]. We will go thru real-time programming issues, data representation, used algorithms or modified versions of well-known algorithms for out specific case. And end station of programming part will be implementation of AI for player’s opponent. During this part we will point out several scopes for further development too.

In second part will not be omitted user documentation for creation we make. Reader will find out how to set up and, of course, play the game.

# The game

## Detail description and rules

The city we are playing in is divided into separate quarters. Each of them has its unique name (ex. Downtown). Some of these quarters are connected to some of the others. Together they form a graph. The town graph is always continuous. But degree of one quarter can be only 1.



Picture 1 Town quarters make a graph

Every quarter has somewhere inside flag or empty flagpole. This indicates who the owner of this quarter is. Your flag means that this quarter is in your property. Otherwise the quarter can belong to your opponent or to nobody. Either way is good advice to capture it. The goal of the game is to have captured all quarters in town. When you have or your opponent has reached this objective the game is over. The game begins with one player’s quarter and one opponent’s. Rest of town is without an owner.

In occupied quarters are gradually appearing new guards. They have only one thing to do. When the enemy comes into this quarter, he becomes the target of the guards. Number of guards per one quarter is limited and if you capture opponent’s quarter, his guards will stay until you or your guards kill them. Problem is that limit for guard in one quarter is for sum of all guard – yours and opponent’s. So if you capture quarter full of enemy guards, yours wouldn’t appear until you kill at least one.

How to kill somebody? You can always use your hands, but it’s not recommended approach. It’s not practical. There are four categories of guns:

1. For everybody
2. For guards
3. For players
4. Only boxed ones.

Guns from first category have everyone at start of the game. These from fourth category are available only in boxes. Attention, not only you can take guns from boxes. Your opponent will do it too.

Since we’ve got guns and our enemies have guns it’s necessary to use them. Except guards you will need to shot right the opponent several times. Because when the opponent gets killed he loses all of his quarter except one if he has at least one. And in the one he will appear again alive. If he doesn’t have any quarter, the will show in some empty one. The same thing will happen to you if you get shot. Again, if you lose your quarters by getting shot, your guards will stay there. Only do not appear new ones.

## Similar games

Portal

Z

San Andreas

# Implementation

## Language and libraries choice

## Program architecture for real-time game

Programming real-time applications is other discipline than the other types of software. High emphasis is placed on early response to user input and apparent continuity of episodic process. In other words the game must be able to react and compute its routine at least twenty five times per second.

Since the process has to be fast we need to do some calculations only approximately or asynchronously. Both of these techniques we will use in out game.

Now let’s see, how to make a game architecture for our software. We adopt practices from XNA. It provides prepared process model for whole game. First we need initialize our components, second load all needed content because loading can be very slow operation. Then comes the main game loop between updating the game logic – moves characters, performs actions, etc. and drawing the scene. And at the end, as soon as the game logic decides the game is over, we end the main loop, unload loaded content and do whatever we want. For example exit application or restart.



Picture 2 Game life cycle diagram

It is good idea to have this process distirbuted into separate components. Because of clarity. We have several smaller modules running according the diagram metioned above: Town, Player, Opponent. Moreover the town component ditributes these operations into quarters. And these into walkers, flying bullets, etc.

## Space and the game world

Before we begin model the bizzare world as it was defined, we can prepare some basic building elements. We assemble the world hierarchically and up to specific level we can ignore that the result won’t be placeable into standard vector space. For the second debasement of the problem we consider only two dimensions. The third, height, will be added later only in selected functionalities. We don’t need it everywhere. Finally two-dimensional processing will be faster and that’s what we need.

At the bottom of the space hierarchy we define geometrical elements: line segment, triangle and quadrangle (convex). Everything in our space will be based on quadrangle. Or more precisely every object in the game has projection into two-dimensional space as convex quadrangle. These quadrangles are used for collision detection.

Quite often we need check if two objects are in collision. For example if the bullet hits the man. So we take their projection into quadrangles and compute the collision. Our way to do that is split the quadrangles into two triangles and check them for collisions – four subprocesses. And last thing to catch collision is to compute if two triangles collide. This is simple: we split the triangles into three line segments and find out if any of them is crossing any from the second triangle – nine subprocesses. And we must not forget that for us one triangle inside the second is collision to.

Considering game logic the use of quadrangles isn’t best way to represent base of objects in the game. Quadrangle is defined by four points and it can be little bit confusing if we imagine that we have prepared 3D model (ex. robot) and want to insert it into the game. Should we define all four corner point and scale model to fit corners into created quadrangle points? No. Better add next level in space hierarchy. We will define game object. Game object is structure ready to use for 3D models and it’s simply enough to be still in two-dimensional space. For work with varied 3D models we will use their block shaped bounding box with edges parallel to axes of three-dimensional space. Bottom base of this cuboid is rectangle. And this rectangle is represented by game object. Game object carries information about position, size and azimuth (rotation). The right question here is: what is the position? Is it information about xy-coordinates in simplified two-dimensional space? Or are we now in our bizzare world and position is some kind of description of location in there. The second option is right. Game object, as the name says, describes base of every object in the game. So it has to carry full information about location in our result space.

Now it’s time to say how to represents our bizzare space. After all what are our technical possibilities? We can display on the screen set of objects variously transformed by position in three-dimensional linear space, azimuth, scale and some projection parameters. So we need to use somehow classical 3D space. Idea is to split our bizzare space into parts which separately are vector spaces. Position of game object is now information about concrete part of the world and coordinate vector from vector space of the particular part. Now is clear why we can on lower levels of abstraction use only classical linear space too.

Back to the game objects once again. Game object provides basic info about everything in the game. It’s also provides projection into quadrangles: takes vector space coordinates from position, size and azimuth and calculates four corners of the rectangle. Now we can implement many of game object derivations: spatial objects carrying 3D model or flat ground objects and plates carrying only texture instead the 3D model.

We need decide how to split our bizzare space into mentioned parts. We make it by definition of the game. We split it by individual quarters. Town quarter is subset of linear space and this division will show up helpful in further game logic implementations.

From the above description it follows that we can correctly compute collision between two game objects only if they are in the same quarter. It isn’t problem at all. All we must do is to conceive game objects and game logic to avoid inter-quarter collision detection.

There are many objects we need test for collision against each other in town quarter. It’s not practical. Collision detection is routine what has to be run every update. But it’s necessary to do that. We can’t effort to miss the fact that two objects have non-empty intersection. Our basic approach, check for collisions all object in the quarter against each other, has quadratic complexity.

Could it be better? Actually we don’t need to test collision between two objects that are located across the whole quarter length from each other. So the idea is to test collision only between objects that are close together. We need divide objects into groups by their position inside the quarter.

With this subject deals well-known technique called space partitioning. There are used data structures like BSP Trees or Quadrant Trees. These techniques are based on search trees. In every node is the space divided into k parts and each part is recursively handled by one child node. Leafs of the search tree contains objects that are located in the area of the given tree branch. Advantage of this data structure is that leafs must not be in the same depth. When you need to test collision you know that in collision can be only objects from the same leaf. Because two objects from different leaf aren’t in the same part of the space. Problem is this structure is when we have moving objects. If the object changes its location and gets out of the area defined by its leaf, it’s not easy to find new leaf the object belongs to. It takes logarithmical time – you go thru the tree by its depth. But we are creating real-time game and need these calculations fast. We like how fast the space partitioning trees test for collisions but we want to search for the right area for an object in constant time.

We take over idea of dividing the quarter into areas of objects close to each other from space partitioning trees. But we won’t build any trees at all. No trees, no logarithm in complexity. We create parts of fixed size formed into squared grid. Area of specified object is simply calculated as position in quarter modulo grid field size. Similar partitioning would be result of Quad Tree with evenly distributed objects. So when we try to generate the world by uniform pattern, method of grid partitioning won’t be worse by allocated memory than partitioning trees. Now with our data structure the collision test of all objects in the quarter takes about where is number of grid fields.

## Town generator

Before the game starts and after the content is loaded we need to create the world where our game will go on. Our game because of its specific rules hasn’t prebuilt maps. For every game instance we create the whole scene from scratch again.

First as the input and the only input is the number of quarters () that will in our town be. We prepare empty non-oriented graph with vertices. Into this graph we add edges. Because we want to have this graph continuous (one component) we first insert path which contains all vertices. Without loss of generality we can join by edge always the two vertices which are next to each other in our data representation. It doesn’t matter of what order do we have on them, just it’s needed to have them joined. Also it’s not needed to have them in cycle, so we don’t do a cycle – only simple path of length . Result graph what we have could be a regular output, but the game with always repeating this type of map would be boring. We want to add some extra edges into our graph. We just go through all potential edges and use random number generator to decide whether the edge add to the graph or not. Now we’ve got graph describing our town. Vertices are quarters and edges are joining streets between them.

Now it’s time for creating every single quarter. The only input for quarter generating procedure is its degree - the number of neighbourhood quarters. The quarter is placed into a rectangle. First we decide which interfaces (connection to nearby quarters) will be where. We are choosing from top, right, bottom or left side of the rectangle. Then we prepare road and sidewalk network. Every segment of the road is lined with sidewalk. We start with border road of the quarter – smaller rectangle inside formed by road and sidewalk. To the border road we connect interface roads. Inside the border road rectangle we have empty space. Using random generator we with some probability cross the rectangle by a road and split it into two empty rectangles. This we can recursively iterate. Now we have road network done.

Since we have roads inside the quarter we can start putting buildings and decoration objects. At first we will built border buildings, fences and walls. It’s necessary to deny the player get out of the quarter. So we put these types of barriers around the border road and the interfaces. Next to one another – no spacing. Than we have empty rectangles inside the road network. These we fill by buildings with spaces between them. Or we don’t. However we want to.

Now we have done all the quarters and its interfaces joined – every interface has pointer to its opposite part from the nearby quarter. We analyse now sidewalks and roads inside the quarters. And we build a graph that will show to future humans paths through the town. Vertices of this graph are located on the sidewalk and edges are between those which are reachable without collision with building. We add specially interface vertices too. These we connect to the vertices in opposite interface. This whole town path graph must be continuous so we have to go somewhere thru the road, but never thru building.

## Boxes, tools and action objects

Now we have the world; quarters, streets and buildings. Before we create humanity or something like it we need to prepare some interactive content for them.

We will start with tools concept. Tool will be a generic entity in our game that human can handle. But first we need boxes. Boxes will be first special objects in the game. Boxes react to the collision otherwise than other non-active content. Bullet will destroy the box; human will unpack it and take whatever there will be. We make two types of box for our game: toolbox and healbox. Healbox is simple, there is some kind of medicine in there and human who is takes turns to hundred percent healthy. Toolbox contains an instance of tool.

Tool generally is held by a human and can do some kind of action. Only way we use tool abstraction are guns. But we leave tool concept prepared for future additions. Tool has pointer to its holder so it can take position, azimuth or something else and has “do action” call.

So gun is derived from tool. Gun is instance of specific type. The gun type carries information about range, damage specification or standard bullet capacity. Gun, the instance, has information about load state and of course its type. Action of the gun is shot. Gun reads position of its holder and azimuth and puts bullet in the space. How to represent a bullet? First option is to simulate actual bullet object – small piece of metal flying thru the town. Test collisions and travelled distance and decide its fate. Problems of this approach mainly are accuracy of the simulation and computer performance. Accuracy: don’t forget that we have episodic model of the entire game. Every tick the bullet will move discreetly. What if the hit object is narrower than the one-tick bullet move distance? We will not get to know that the bullet had to hit it. The performance problem is automatic weapons. Well, two doses and we’ve got to many bullets to handle. Better solution for bullet simulation is to assume that bullet flight is one episode moment and simulate the trajectory by one object. The impact can be calculated by one moment and the object can be showed for example few milliseconds.

When we put one single object instead of bullet flight we will set of objects the bullet goes thru. We must decide which one will stop the bullet and which will be affected. Our decision is that first solid objects in the way will be affected and stops the bullet. How to choose the right one from the colliding set? We haven’t information about bullet intersections with the objects. We only know that it’s not null. We will use very generic technique to deal this issue. We can simple make object (quadrangle) what will simulate flight of the bullet to specific distance. And we can test collision against other objects. We use the bisection method. Start with the range length and the set of colliders what we got from space partitioning collision system. Now we recursively search for the end of the fly until only one collider will remain. This is the first hit object.

Second interactive content are active objects. These are special objects with ability to do something based on human impulse. Active object is defined by description of action it can do and distance from which it can be started. This object checks for humans in its neighbourhood and sends them information about action availability. Based on this notification humans can start and then end the action. This is here because actions with duration in time.

The only implemented action object derivate is quarter flag. We need it as partial objective for capturing the quarter. Flag has simple meaning. Player’s task is to fly his flag to the mast. It takes more than one moment, so the flags measures time between start and stop the fly the flag action and if it’s enough, it notifies the quarter about ownership change. We also draw progress bar during this action.

## People, reflexes and tasks

Object human has already been mentioned. We have prepared interactive content for humans. Now it’s time to implement them. Human is much more complicated game object than those previously descripted. As it was written above, human is tool holder. He can perform tool action and make the action object do its action. The next information carried by human is list of his enemies. They can be naturally only humans. Finally, we don’t forget for his health state info.

Now let’s go straight to the human behaviour. We need to make human acting his role in our game. The centrality of our effort we put into the every tick update logic. Every moment the human must decide what to do.

The really first thing we need to consider are reflexes. Reflexes have higher priority for deciding what to do in this one moment. We will program two of them: balk reflex and shot reflex. For use in reflex implementation we prepare view cone. View cone is special quadrangle that can be calculated from human’s position and specified view distance. View cone collides with objects seen by the human. So if the human see his enemy, the way is clear and he’s in striking distance, he shots. If the way isn’t clear or the enemy is too far from the human, he makes a move toward the enemy. That’s the shot reflex.

If something appears inside the view cone, human must go around it. We use simple step aside. For this reflex quiet small view cone is sufficient. We can’t forget that human can make only one move per episode, so if any of reflexes moves with the human, other reflexes and move-decisions are forbidden.

After reflexes comes planned movement – tasks. Human has queue full of tasks what he needs to accomplish. Actually we implement it as linked list with pointers to the first and to the last item. In future we will need to add task with the highest priority – add it to the top of the list.

Task is abstraction for human to act his role in the game. One task has two basic functionalities. It and only it determines if is it finished at current time. Second ability is leadership. Task can lead its holder to its goal. Concrete implementations of these functionalities depend on type of task. We implement several types in our game. The basic type is move task. It finds the nearest path graph vertices for the starting position and the destination and then searches for the shortest path through the town path graph between those two vertices. After these calculations it leads the holder through the waypoints until he reaches the destination. There is the task completed. This navigating mechanism is used by other task types too. Superstructure of the move task is infinity move task. It collects several move tasks and repeating them in infinite loop. This type of task never says that it’s complete. Infinity move tasks we give to quarter guards or walkers. Next type of task is kill task. Every tick the holder is navigated toward to the target and if he’s in striking distance shots. Actually the shooting is already solved by holder’s reflex, so the kill task is technically only move task with dynamic destination. Kill task is complete then when the target dies. We implement also action object task. This type navigates the holder to the action object and then makes him to perform action object’s action. After this the task is complete. The last type of task is special. Temporary task is container for another task. Every update it performs update of its inner task. Except the inner task it carries predicate of temporary validity. Every request about completeness the predicate is evaluated and if it’s not true no more, the task returns complete. Otherwise is returned result of request from the inner task.

So back to the human update process. Human picks the top task from the list and checks whether it’s complete. If it’s so, task is discarded and the next task is taken instead. Now we call update process of the selected task. It will move by the human and our behaviour stuff in the human update process is at the end.

All that remains now are post reflexes. Post reflexes are actions without direct behaviour impact. These are only logic computations. At first, human can’t stand his enemies in the same quarter. So if there are enemies in the same quarter, human gets new temporary task to kill them with highest priority. This temporary task will be valid until they are still in the same quarter. This post reflex is suppressed if the human has already kill task or temporary kill task in this quarter. That’s because the situation where the human is reaching his target and one of his enemies enters this quarter. The human doesn’t have to leave his target, it would be dangerous.

We need just one more post reflex. After human moves it’s necessary to check collisions in the quarter. If he hits box, he takes it. If he hits a building, he goes back and so on.

## Opponent, task planning

The opponent is extension of human. We use the same logic about reflexes, task solving and post reflexes. What we put extra to opponent is task planning. Opponent plan his tasks to win the game and then he act like an ordinary human.

We add only two post reflexes to opponent. First is the actual task planning what is called if the opponent has empty task list or after timeout elapsed. Plan needs revisions during time because opponent is situated in a stochastic space – the planner doesn’t consider other humans behaviour and doesn’t mainly know what the player will do. Second added post reflex is flag checking. Like an ordinary human checks for enemies in his quarter the opponent checks if he can capture flag in quarter he’s located in. Of course we add this action object task to the opponent only if he hasn’t already task in this quarter.

The most interesting thing in opponent program is the task planner. Because of stochastic space we can’t have optimal plans and we need to plan tasks during the game play, so we need to do this fast. Due these factors we choose forward planning and we will generate only partial (short) plans – for the near future.

For planning – graph searching we need game states that will be vertices of searched graph and operations as edges. The game state contains description of whole city seen by the opponent at one moment. It has info about quarter ownership – which quarters are owned by whom and how long, opponent’s position, his health and about his potential damage ability. Every single state must be evaluable. We prepare procedure that converts given state into number that indicates his quality for the opponent. In evaluation opponent’s quarters are good, owned by the player are bad. From the owned time we calculate number of guards in the quarter and multiply by it the quarter quality index. Health and damage are included in the calculation too.

Transitions between states in planed simulation are controlled by operations. Operation is procedure that simulates accomplishment of some task and changes input game state into assumed output state. Operation types are based on task types. We implement action operation; especially flag capture operation, kill the player operation and take box operation. Every operation calculates time that is need for it and prepares game state like it can be after computed time elapses. Then it adds its own specific impact – for example turns quarter ownership into opponent’s or fill opponent’s damage. If we add some new task types, action objects or tool types in the future, it’s necessary to take account here and add appropriate operations. Without operations the opponent won’t use the new content that we add.

We must add procedure that will return available actions for specified game state. Here we put causal conditions. Without damage potential it’s not available to go kill somebody, and so on.

Now we have everything for planning process. Forward planning is simple graph searching. We start at current game state and after considering all available operations we searches recursively the new created states. We are looking for state with the best quality. Potentially the best state is with all the quarters owned by the opponent. But we want to be fast with this operation. We said that partial plan will be sufficient. How to search partial plan? We specify constant length of the partial plan and search for the best with this length (depth in the searched tree). But this would be still too slow. Number of available operations is branch of the searched tree and it’s minimally always greater or equal than the number of free quarters. For example when we search for plan of length and there will be free quarters, health and tool boxes to take and ability of killing the player, the searched tree has potentially nodes. It’s definitely not possible to do this operation in regular update process of the opponent. But it is not necessary to have results from planning in the same update process as it was started in. Thus we run planner asynchronously. Task planning is separated operation, so it’s not necessary to implement lot of synchronisation primitives. The only part that shares memory with the main thread of our game is saving plan into task list. Using task list is the only one part of the opponent implementation which needs synchronisation.

## Player, camera and game controls

Player game object is, like the opponent, derivate of human. We reuse mechanisms like holding and using tools, control action objects, and so on. What we definitely suppress is the update procedure. The entire human’s behaviour is not desired here. Player’s acting is controlled only by user of our software. Actually it’s much easier to implement player’s update process then the human’s. All we need to do is check for pressing any of keys that are set for game control and based on the caught ones call relevant behaving from human’s part of the player. Plus we calculate difference of mouse cursor position and rotate player object.

Since we’ve got defined the world our game is situated in, we have not answered question about drawing it on the screen. It would be easy if we had an ordinary vector space. We would transform every object by set of matrices by its position and rotation then by view and projection matrix and render it on the screen. But in our case? When we want to calculate absolute position of an object from another quarter by transformation of the position according to quarter interfaces connection, we come to that, the object has more than one possible result position. One for each walk through the town graph from camera’s quarter to the object’s quarter. This is not the right way to do the drawing. Next reason to not draw all the objects in the town is performance.

First we can draw the quarter where player is located in. There is no possibility to do it wrong. And the remaining quarters? In the quarter generating process we determined that the quarter border is filled by buildings. There is practically no view of other quarters except the interfaces. So we make a decision that only one neighbour quarter will be drawn. We simply choose the nearest interface in our quarter and draw the quarter from opposite interface. If the interface streets are long enough, this method works fine. We just must not forget that the opposite quarter has to be drawn transformed so that it fit together with our quarter.

## Settings, xml configurations and menus

# User documentation

## Installation

## Start and settings

## Gameplay and controls

## Game ends

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