

1. Give a brief description of how your game is played and what (if any) game it is based of.
My game's name is war of conquer. It is simulating the conquering process between two countries. It has an 8X8 board. It will include natural resources like gold, lumber, metal and population. There are gaps between each block, and you need to build bridge to get to the other blocks, which cost gold and lumber. The conquer of other block require solider, which need gold metal and population. Lumber, metal and Gold can be obtained by population on the occupied block. The winning scenario can be conquer all enemy's blocks, military intimidation(2 times solider after 30 turns), Economic overthrow(2 times gold reserve after 20 turns), desperate potential(2 times blocks after 30 turns). After 50 turns, final war, which is directly comparing number of solider.
2. Your game must have some sort of "playing field"—a board, where cards are displayed, etc, showing the current state of the game. Briefly describe what yours will look like.
It will be a board with 8X8 blocks, each block has resources on it. Players are supposed to conquer it.
3. Your game must have a consistent theme. What will it be?
Expand land to gain more resources, build military power to protect the land.
4. You must have at least 3 different types of resource. What are they?
Gold, metal, population, lumber
5. Players must be able to acquire resources. How?
By taking over block and slowly growing(population).
6. You must have at least 2 different buildings/structures/upgrades that are related to one another. What are they?
I plan to have forest, gold mine, iron mine on the blocks and players has to build bridge to get to the adjacent block.
7. You must have at least 1 other mechanic (cards, a robber, trading, etc). What is it?
Adjusting the number of solider. Conquer the other player's block by warfare.
8. Your game must be multiplayer. How many players will you allow?
two
9. The computer must be able to control any number of the players (including all players). What will the basic computer strategy be?
It will first randomly choose a main winning strategy, like winning by war, economy or conquering more land. It will do a robust check for enemy's resources to avoid obvious losing.
10. Your game must have well-defined begin and end states. What are they? Each play begins at diagonal block with some initial gold, metal, lumber, population and a forest on the block. The

winning scenario can be conquer all enemy's blocks, military intimidation (2 times soldier after 30 turns), Economic overthrow (2 times gold reserve after 20 turns), desperate potential(2 times blocks after 30 turns). After 50 turns, final war, which is directly comparing number of soldier.

11. (Do you have any other features that you are hoping to incorporate?)

So far it is complexed enough.

What I have completed

First, I designed the GUI. Second I designed the basic structure of the program. I implement the basic functionalities of those classes. I implement the graphic area so it is intractable.

What left for the deadline

Finishing up the inner functionalities. Deciding and implement the final strategy of the AI. Implement the multi-simulation runs.

Picture:

