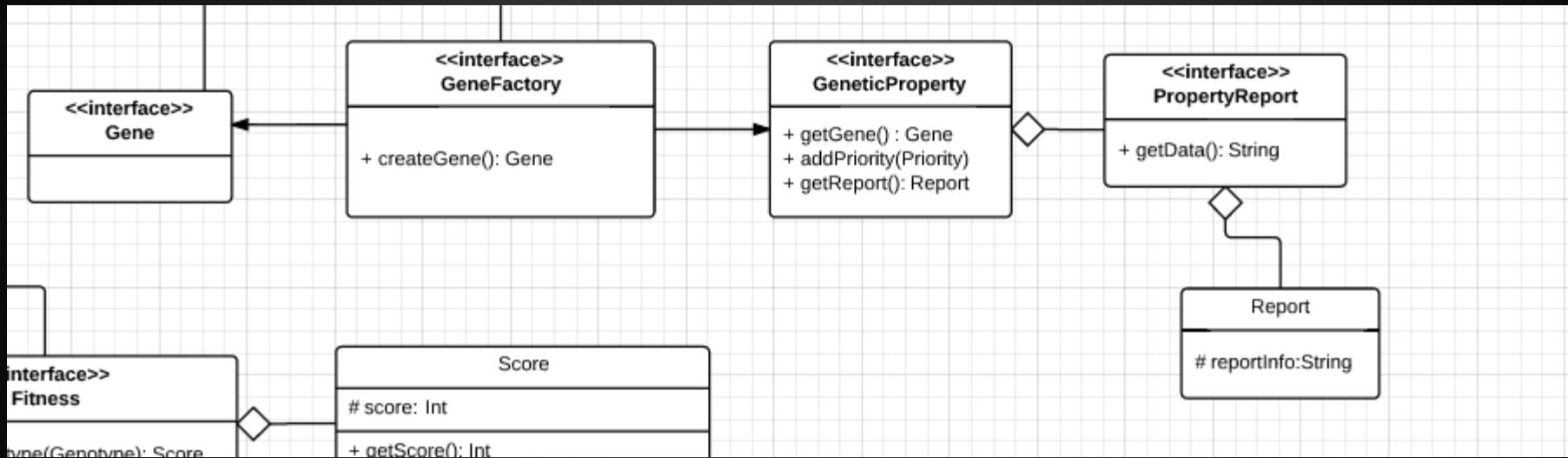


Team Topaz

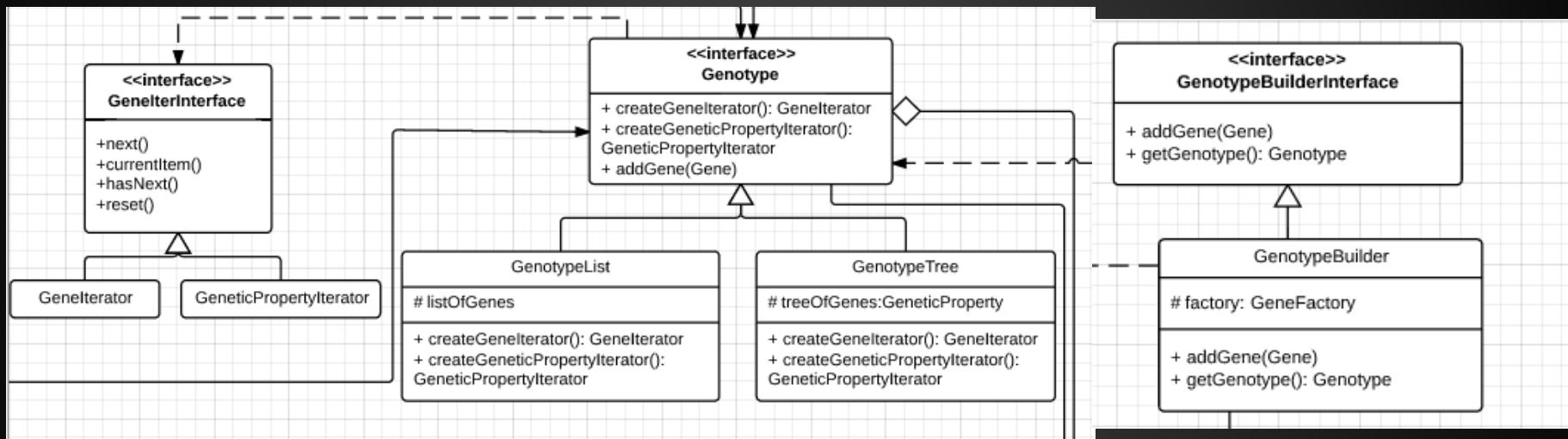
Jacob Cukjati, Ricardo Godinez,
Jacob Lehman, Joseph Pecoraro, Jonathan Yu

Framework

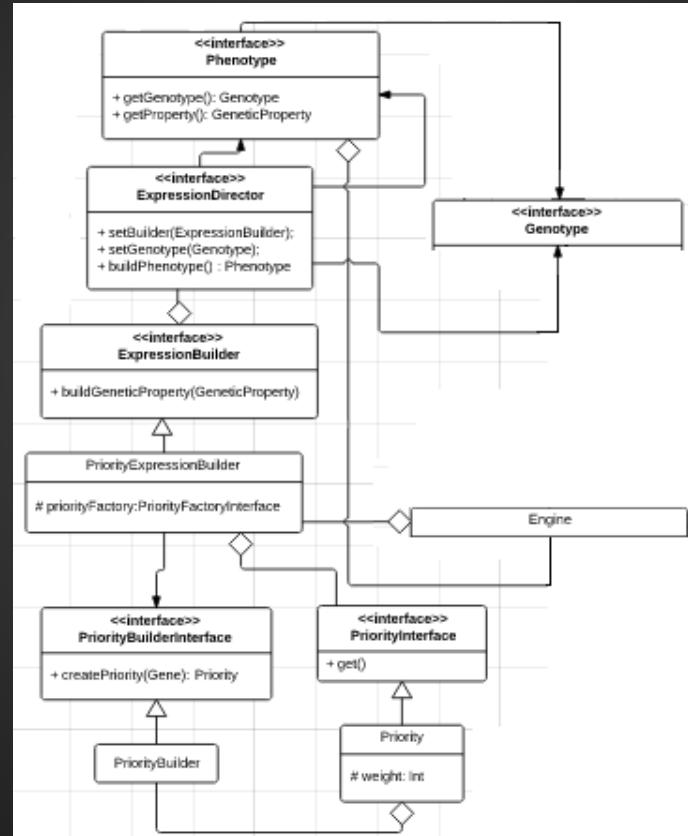
Genes



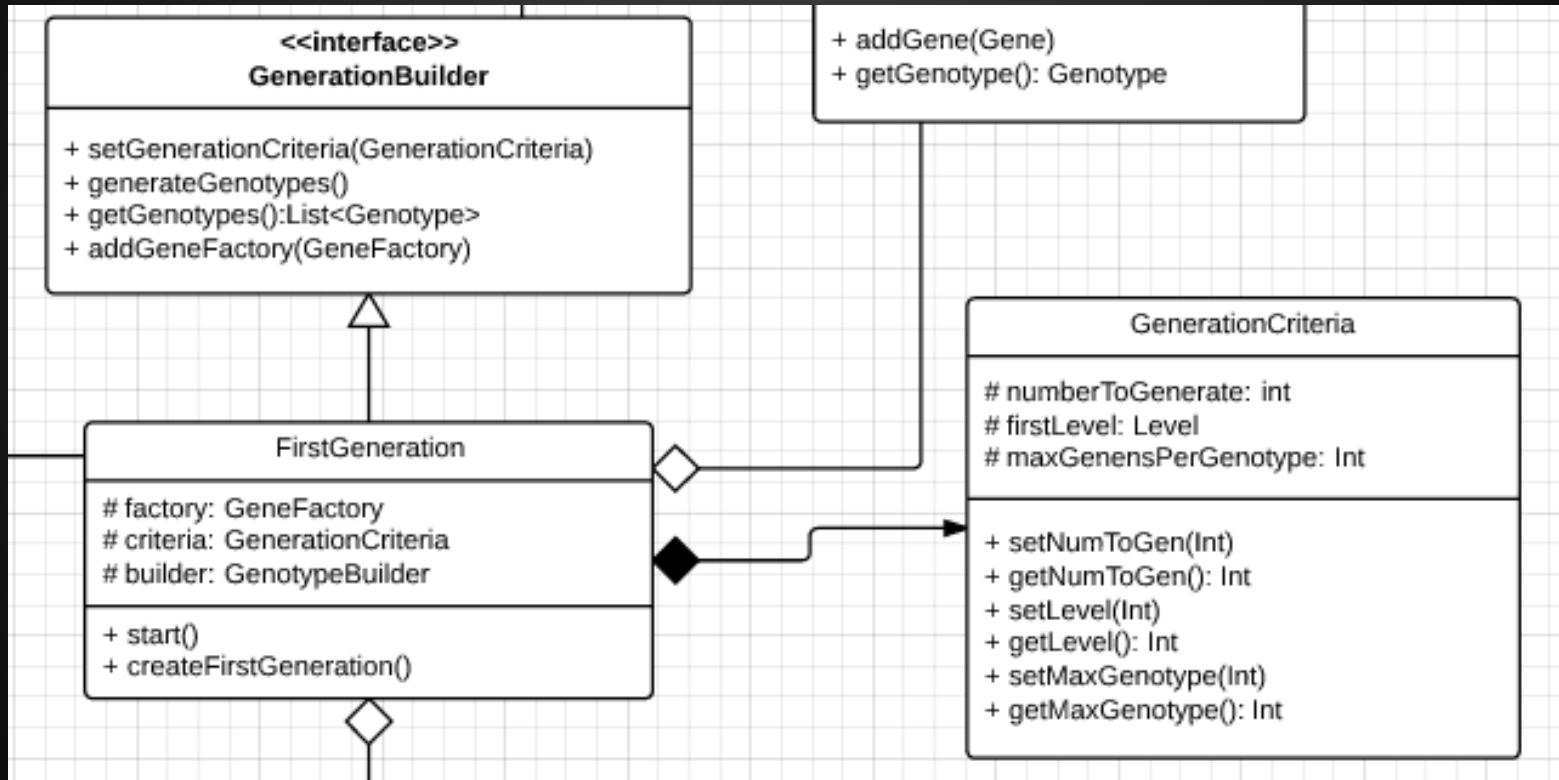
Genotypes



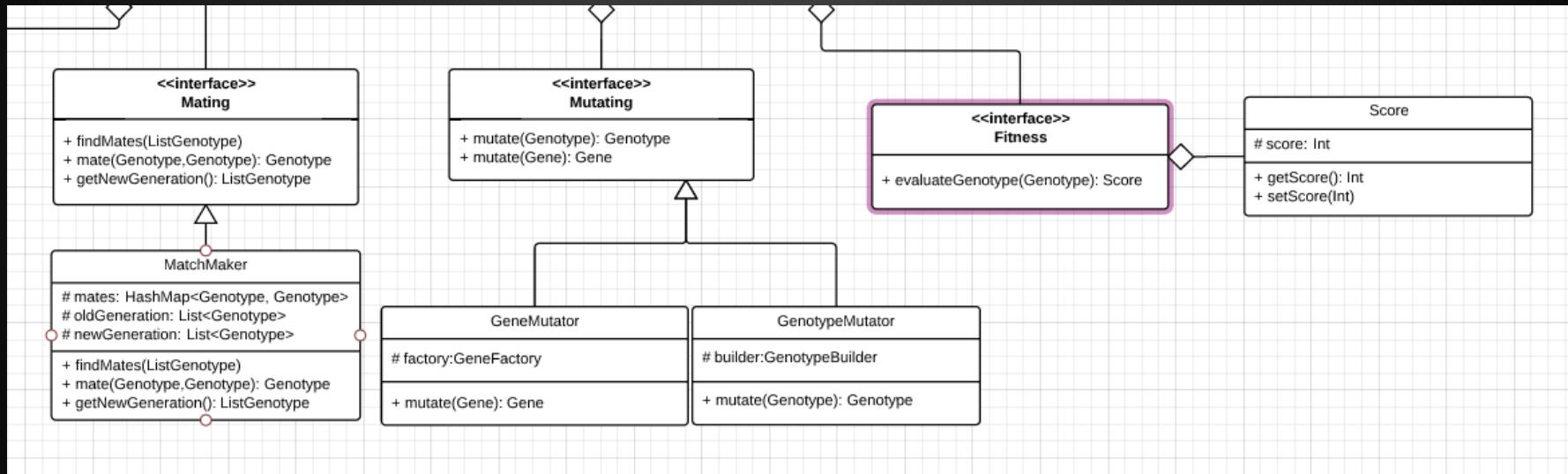
Phenotypes



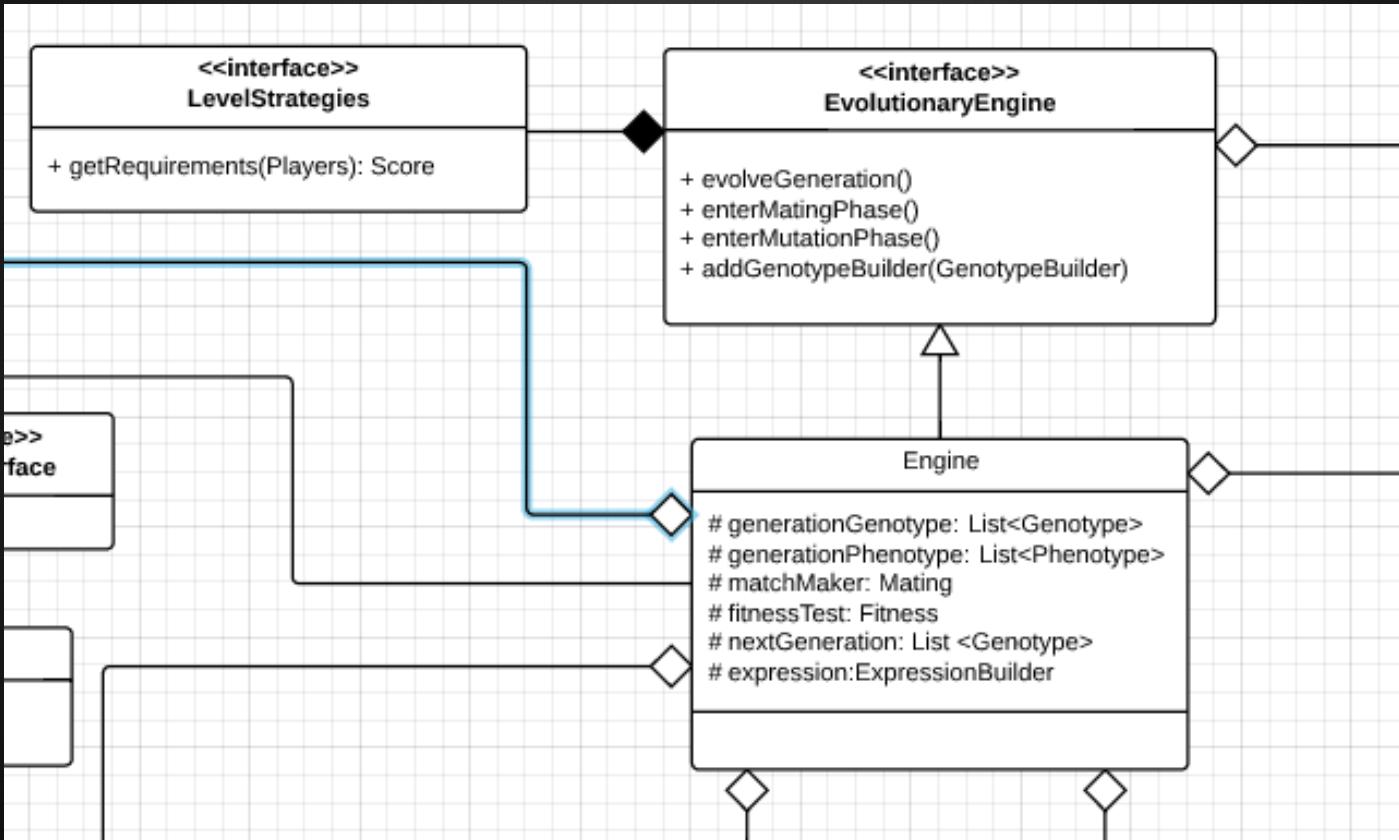
Generations



Fitness

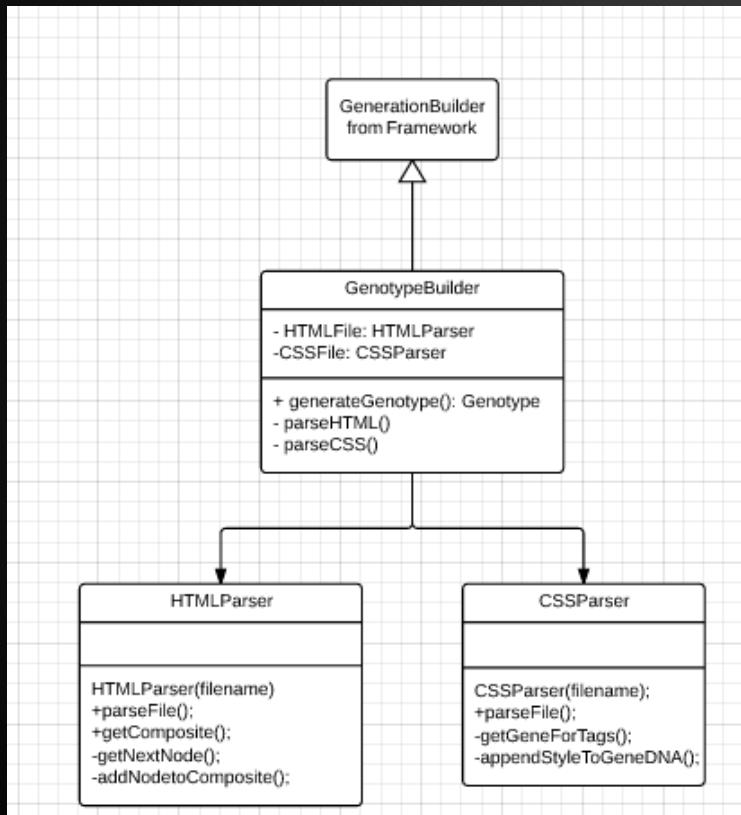


Engine

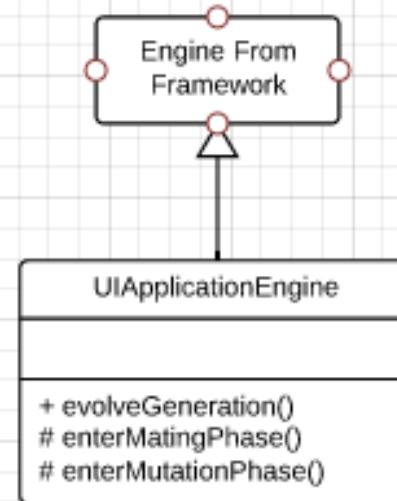


UI Analyzer

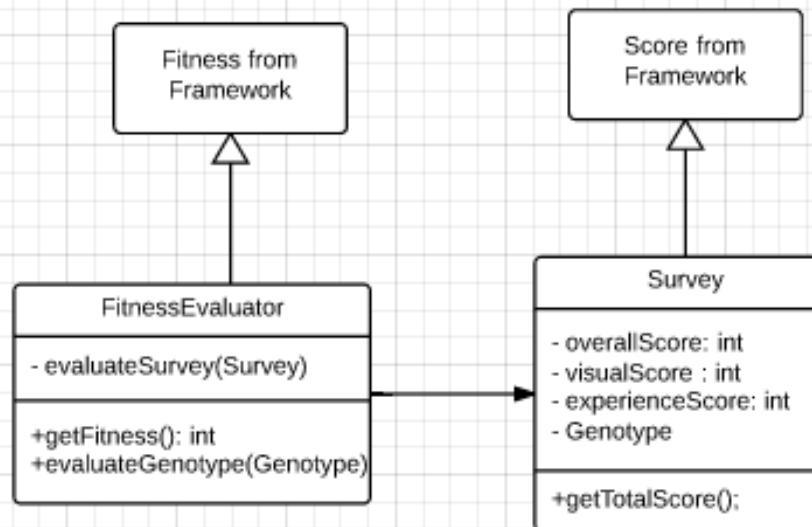
Genotype Builder



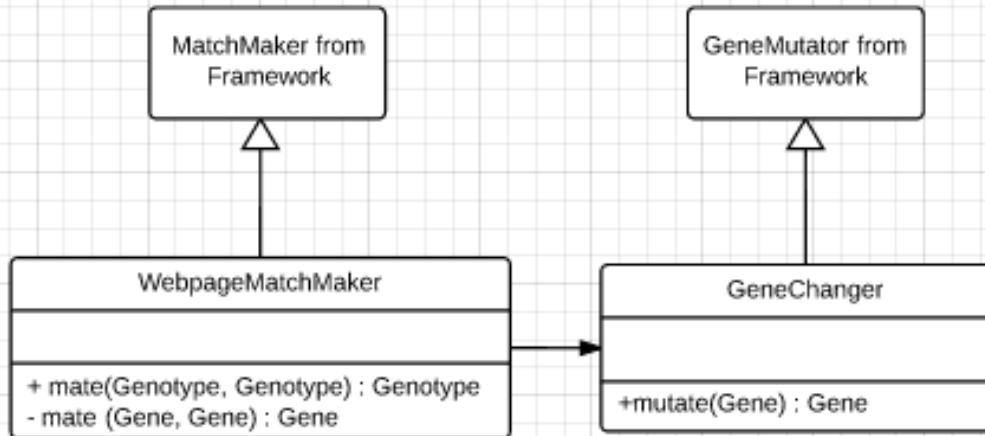
UI Application Engine



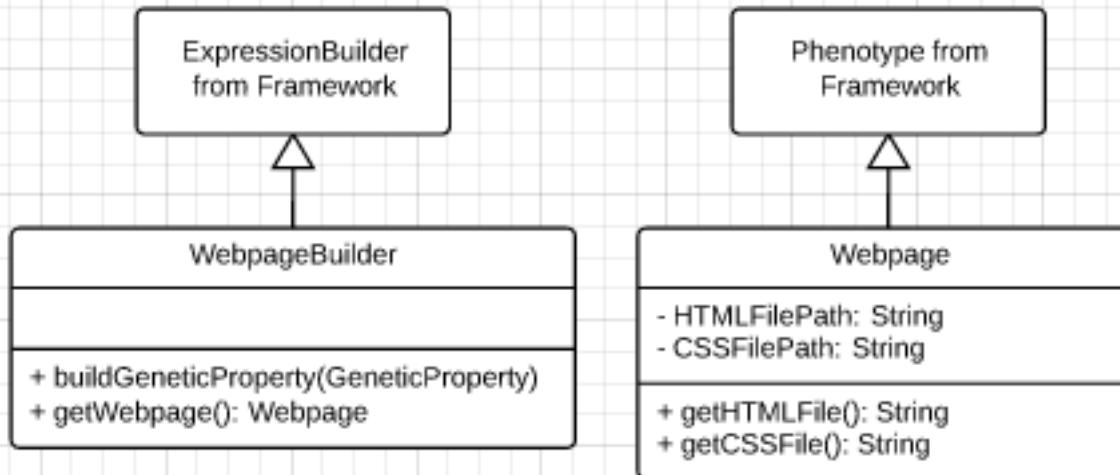
Fitness Evaluation



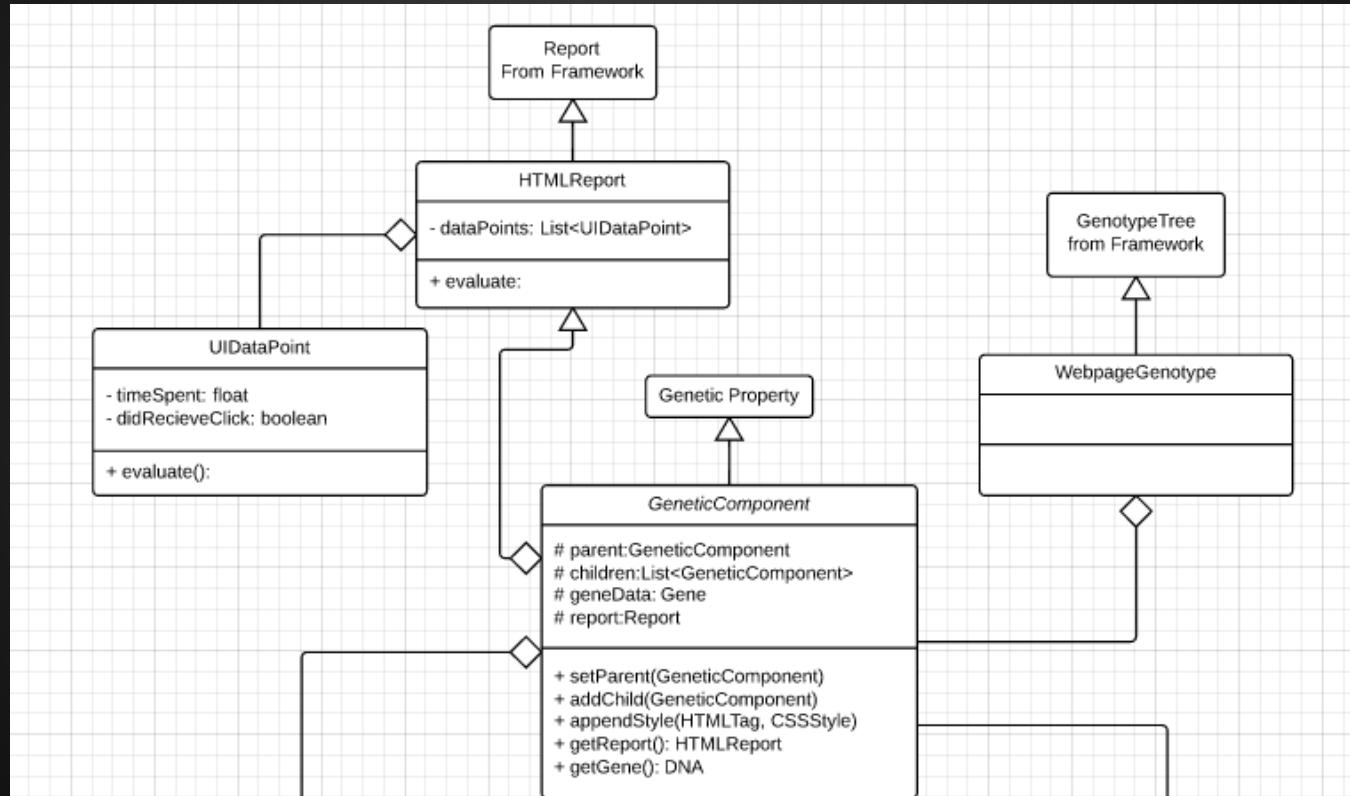
Mating and Mutation



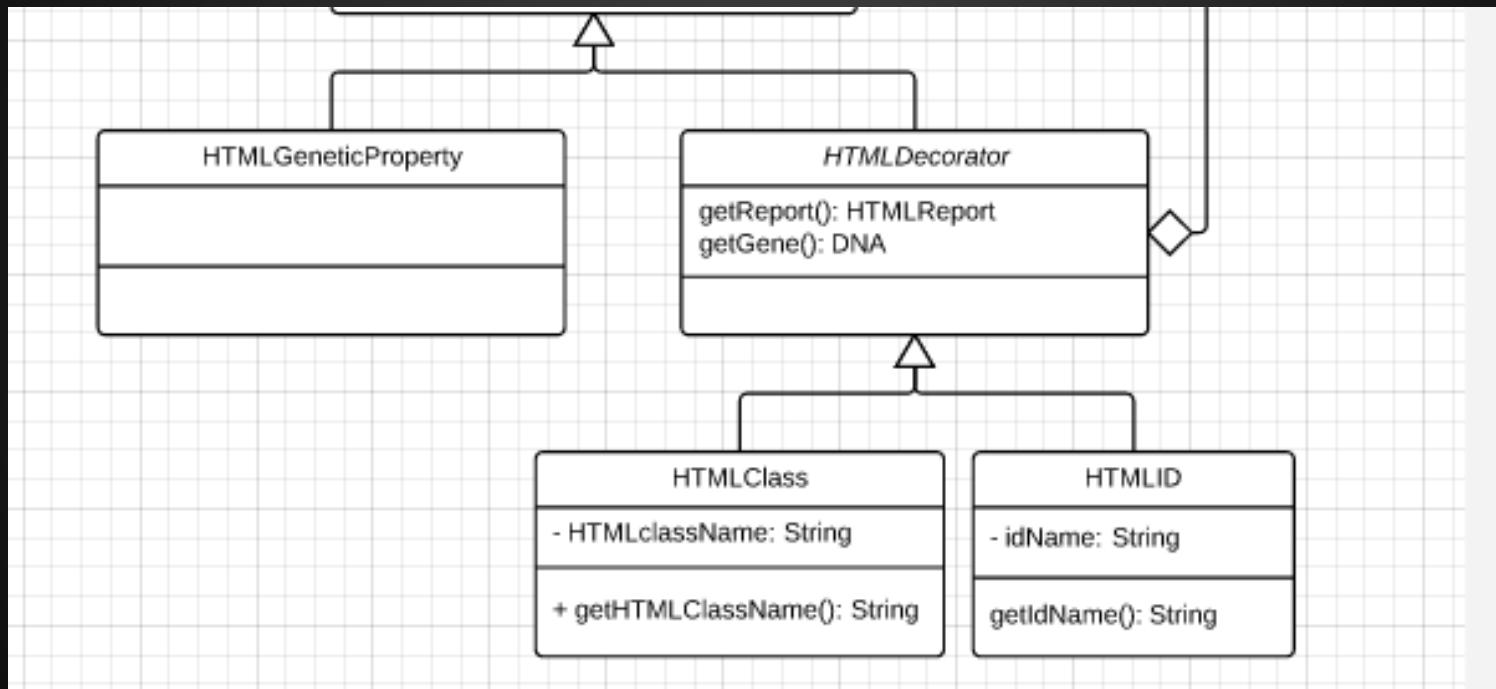
ExpressionBuilder and Phenotype



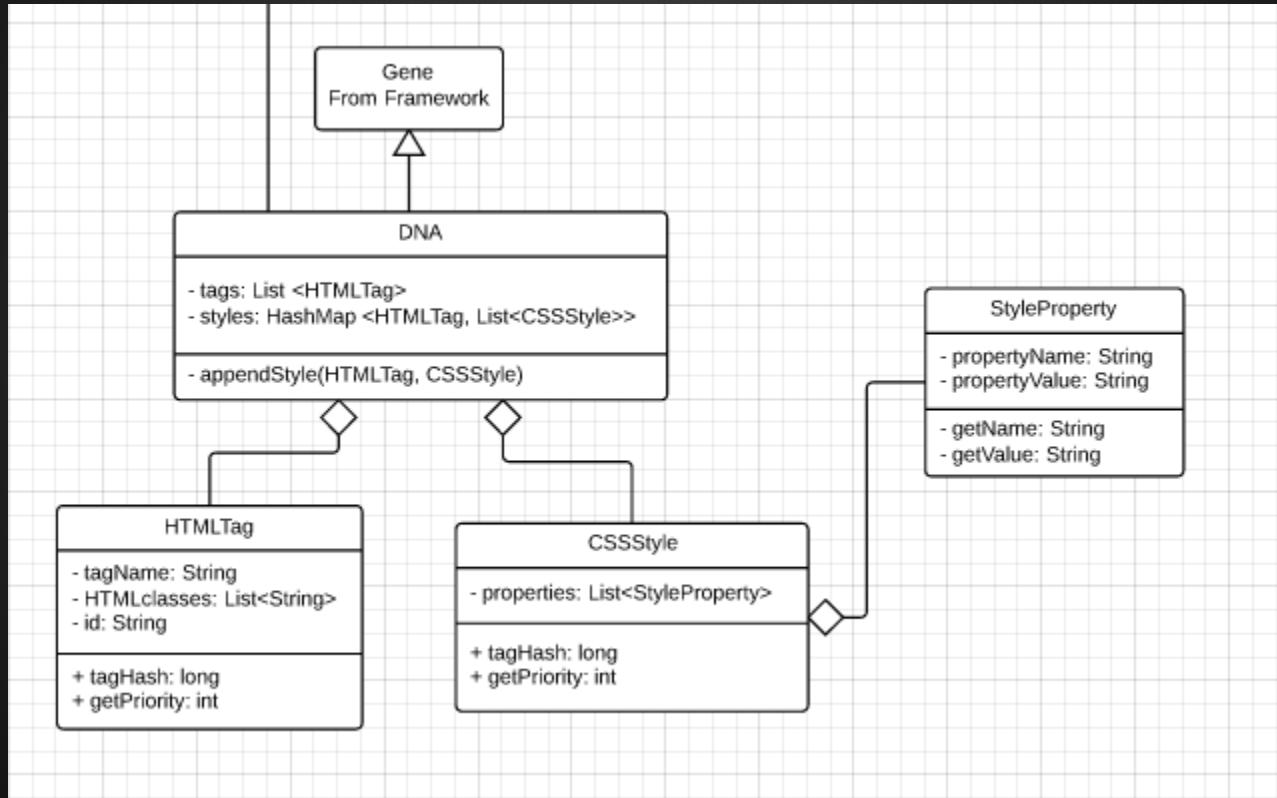
Genetic Component



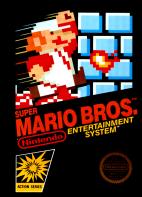
Genetic Component (cont.)



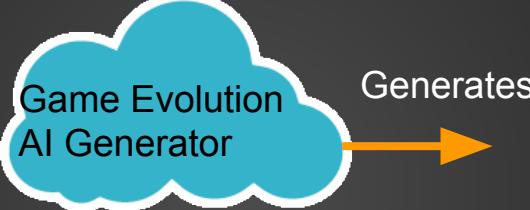
DNA



Game Evolution



Plugin

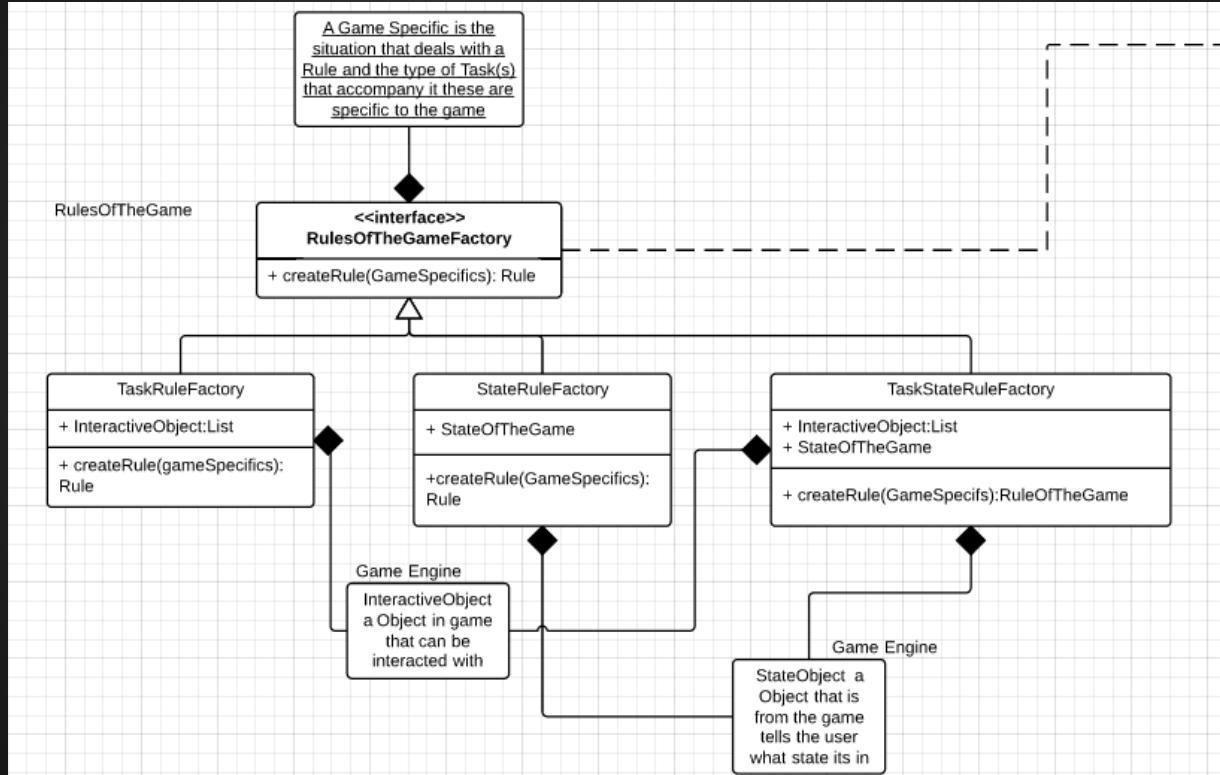


Generates

You are terminated



Rules of the Game



Rules of the Game



Elephants

Soldiers	6
Experience	0
Attack	5
Charge Bonus	0
Weapon Type	Cannot be upgraded

Total Defence: 12
Armour: 10
Defence Skill: 2
Shield: 0
Hit Points: 10
Recruitment Cost: 1300
Upkeep: 280

Abilities at a glance

- Special attack
- Bonus fighting cavalry
- Frighten nearby enemy
- Good morale
- Animals may run amok
- Can't hide

Description

Elephants are a terrifying spectacle to opposing troops, well able to smash battle lines and toss men aside like dogs with rats.

Lilybaeum - Large town

Governor: Hanno (★★★)
Command: Management (★★)
Influence: (★★)

Settlement Details

Income	626	Population	3135
Public Order	+165%	Population Growth	+4%
Population required for next level of settlement: 6000			
Automanage		Very high tax rate	

Construction, **Recruitment**, **Repair**, **Retrain**

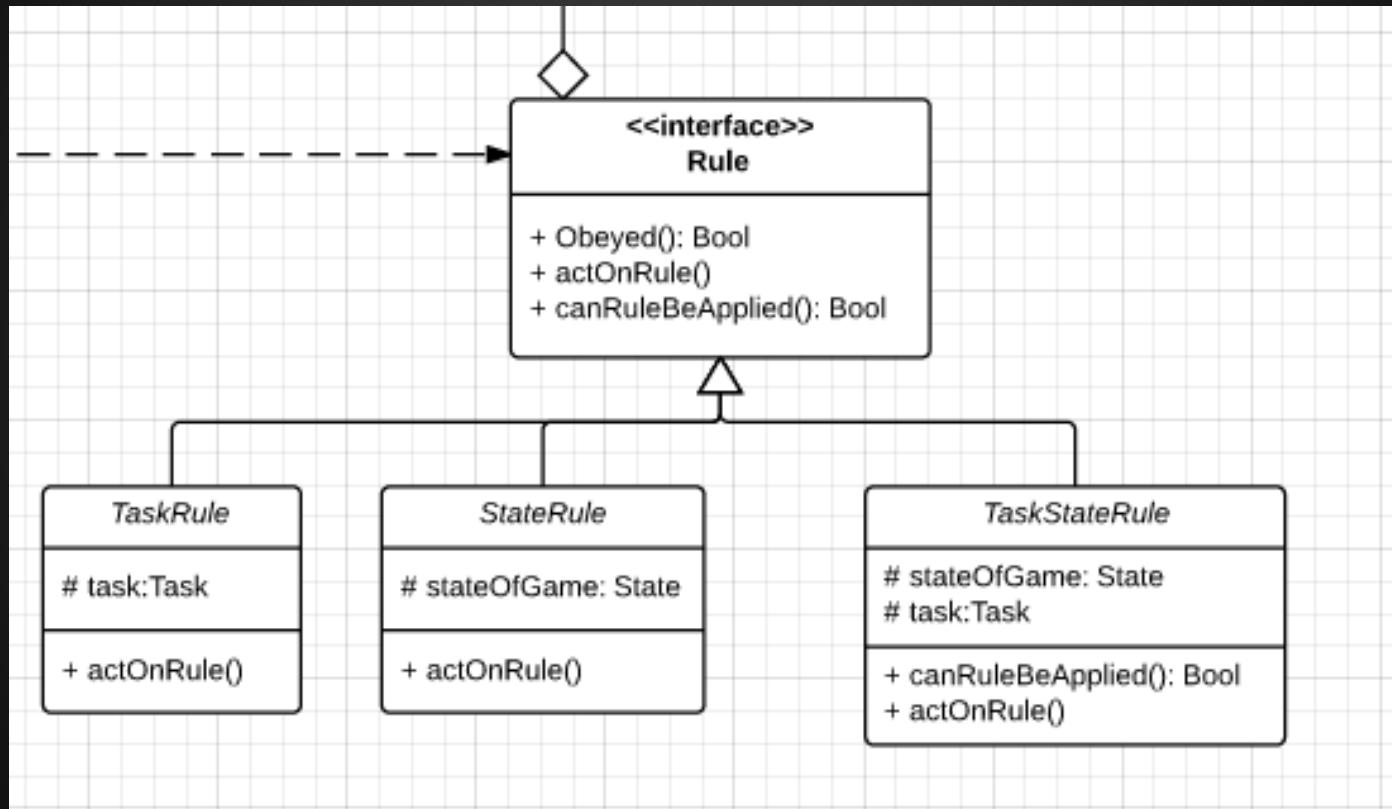
Construction Queue

Army, **Town**, **Agents**

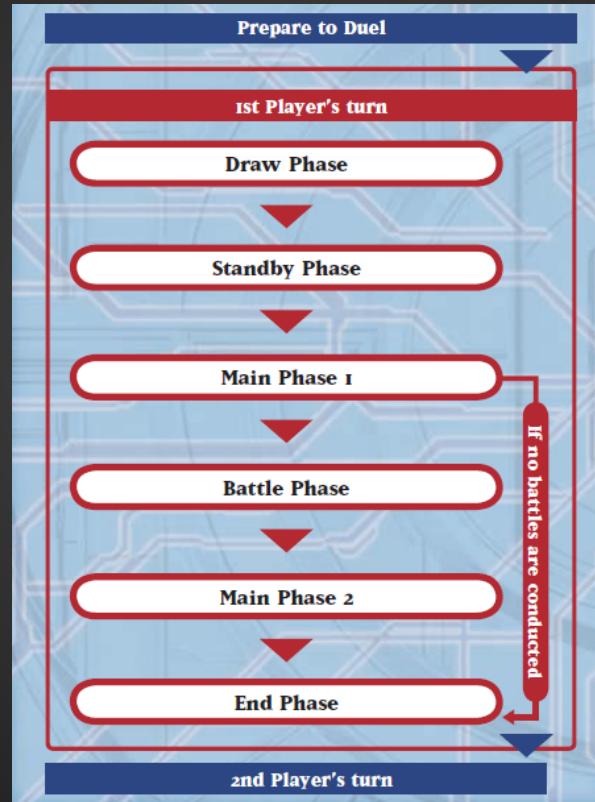
Large town Lilybaeum
1528 BC

A detailed view of the game's interface. It shows a unit named "Elephants" with its stats and abilities. Below that is a description of the unit. To the right is a detailed view of a town named "Lilybaeum" which is a "Large town". It shows the governor (Hanno), command (Management), influence, and settlement details (income, population, public order, population growth, population required for next level, automanage, very high tax rate). There are tabs for Construction, Recruitment, Repair, and Retrain. Below that is a construction queue. At the bottom, there are tabs for Army, Town, and Agents, and a sidebar with a world map, a large town icon, and a date/time indicator (1528 BC).

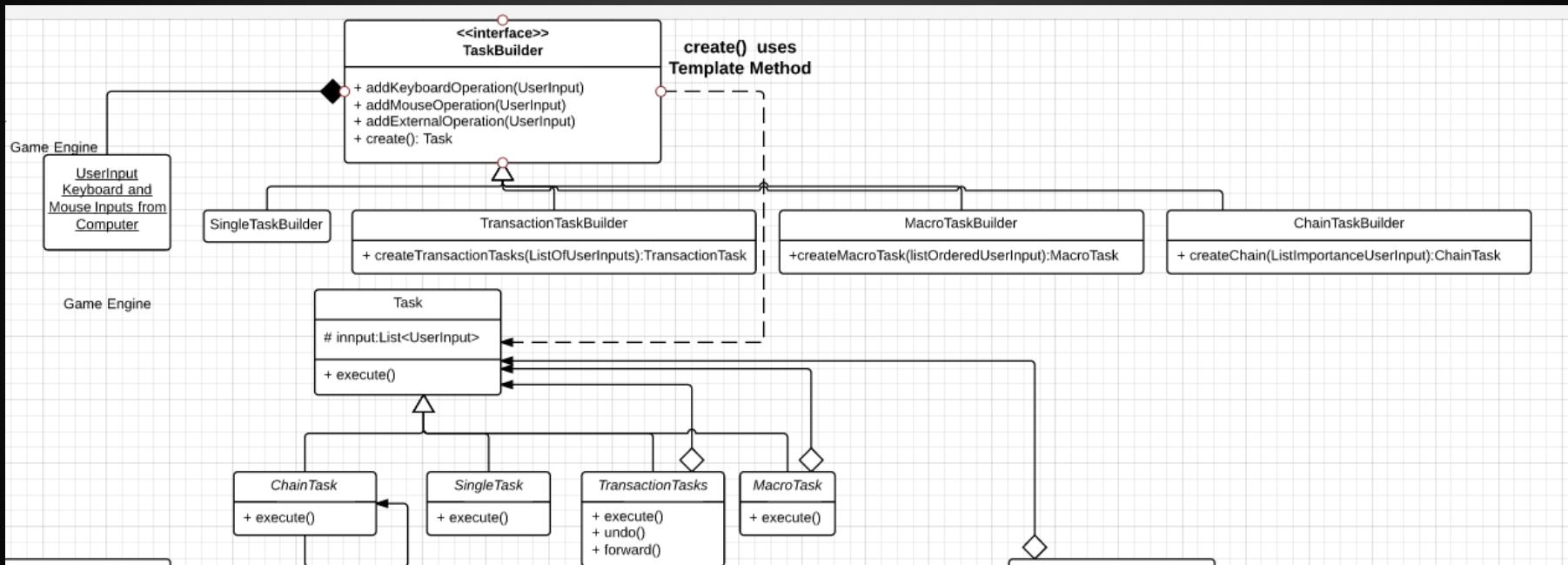
Rules of the Game



State and Rules



Tasks



Tasks



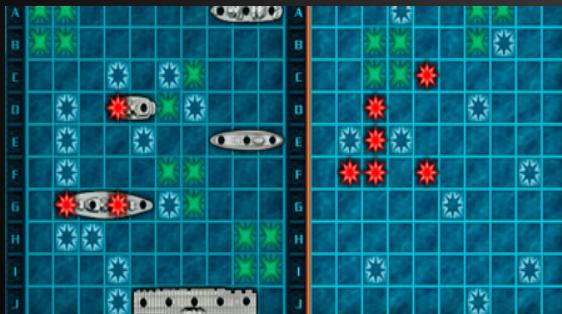
Types of Tasks



Simple Task



Complex Macro

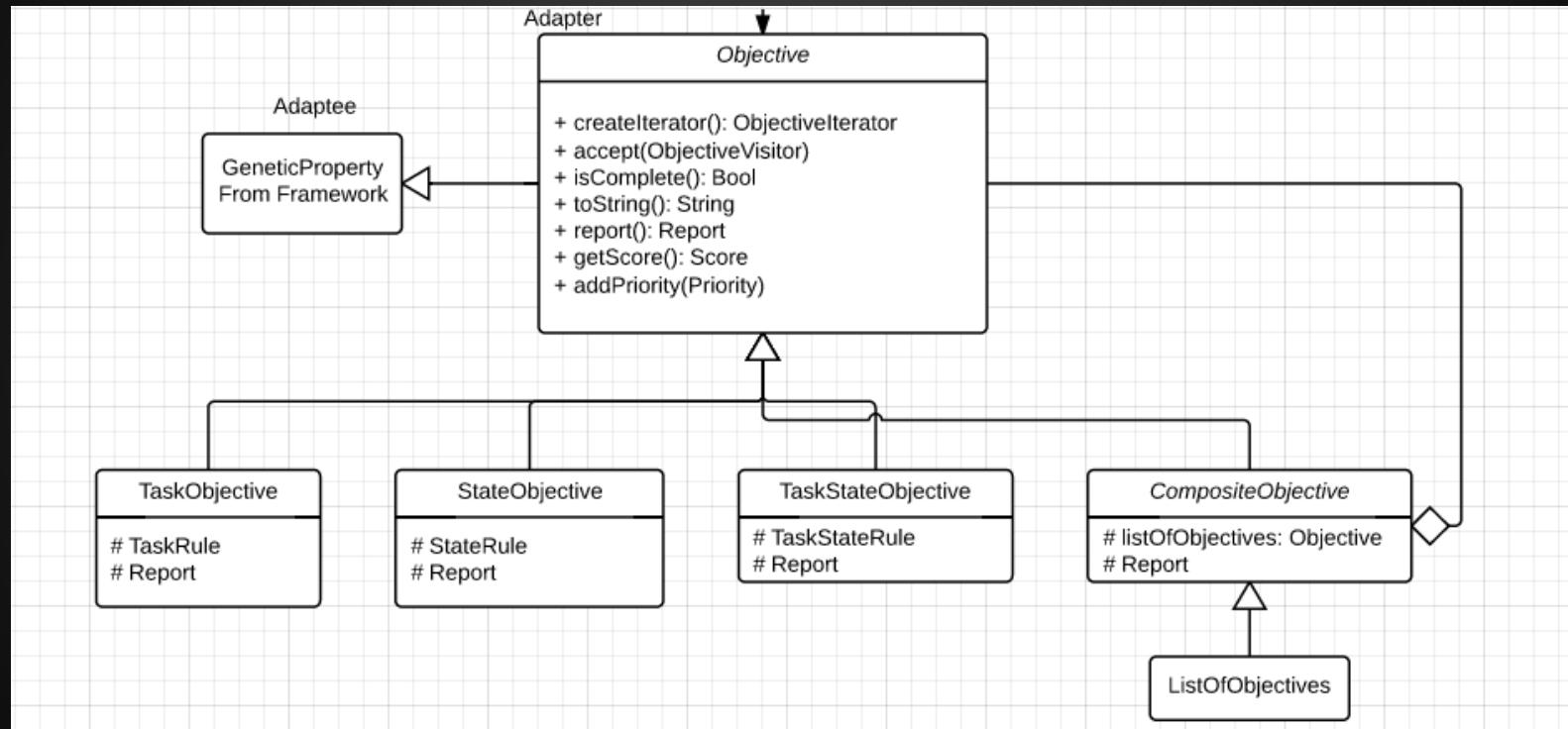


Chains

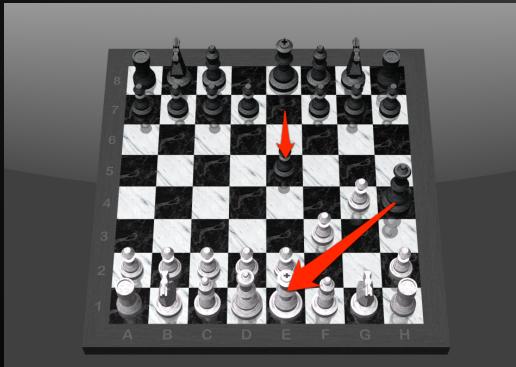
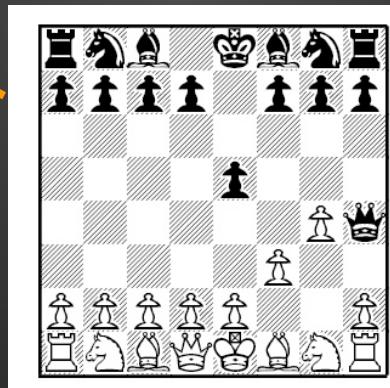
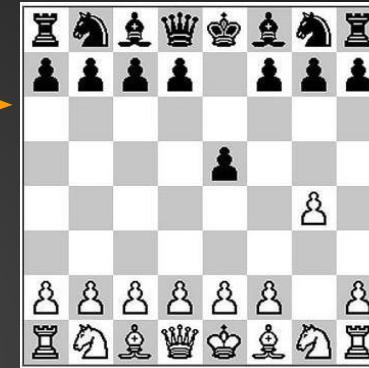
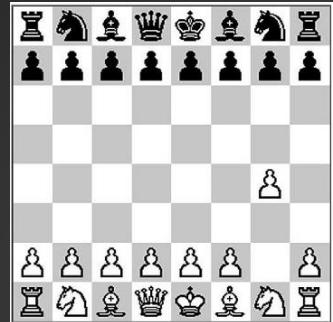


Transactional Task

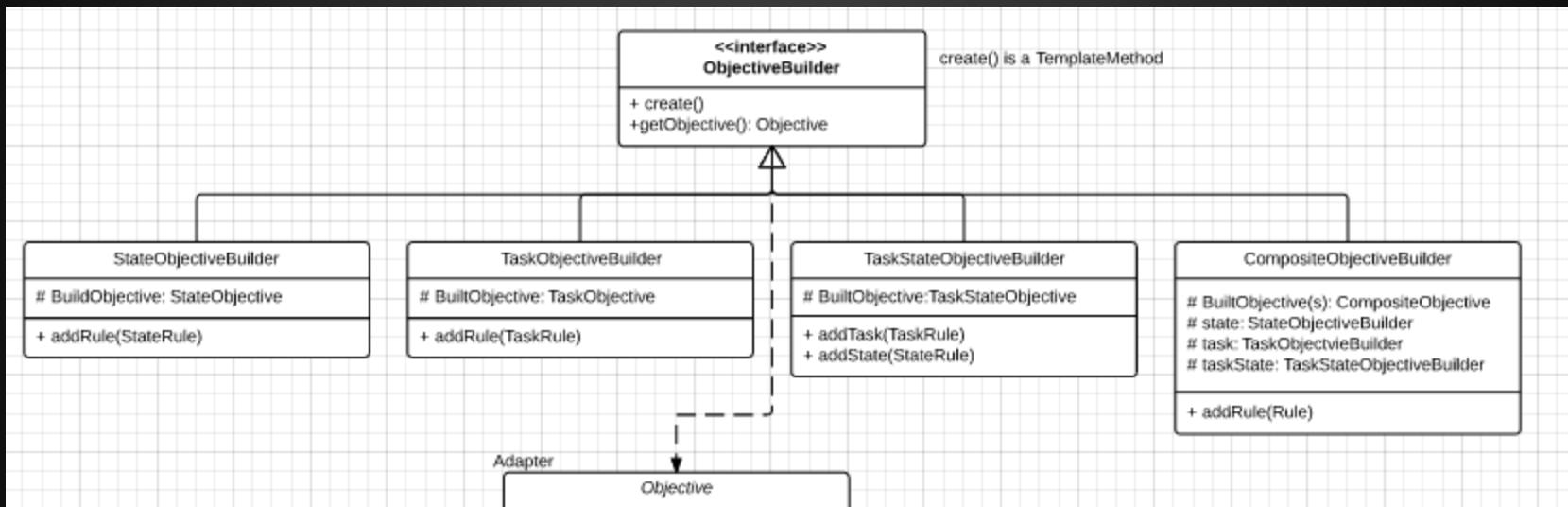
Objectives



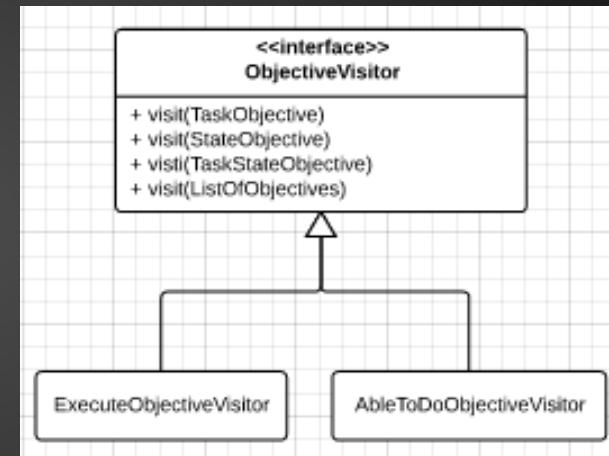
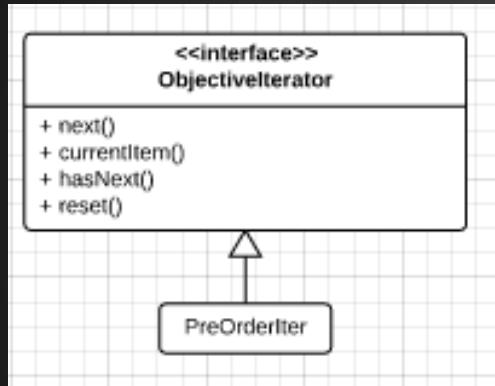
Objectives



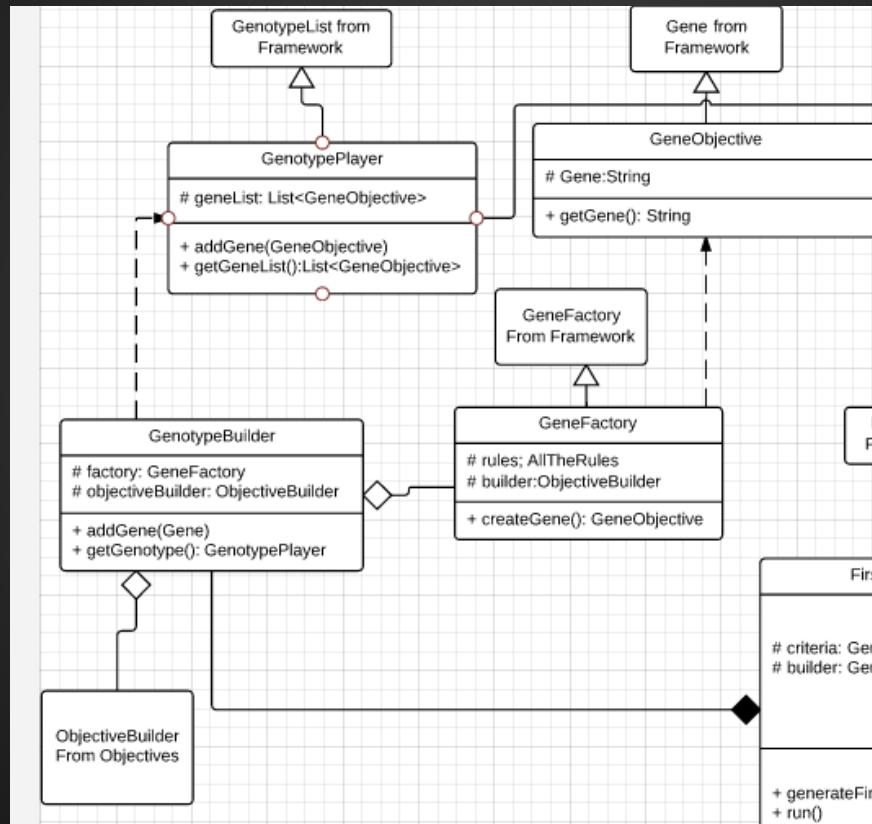
Objective Builders



Objective Utilities

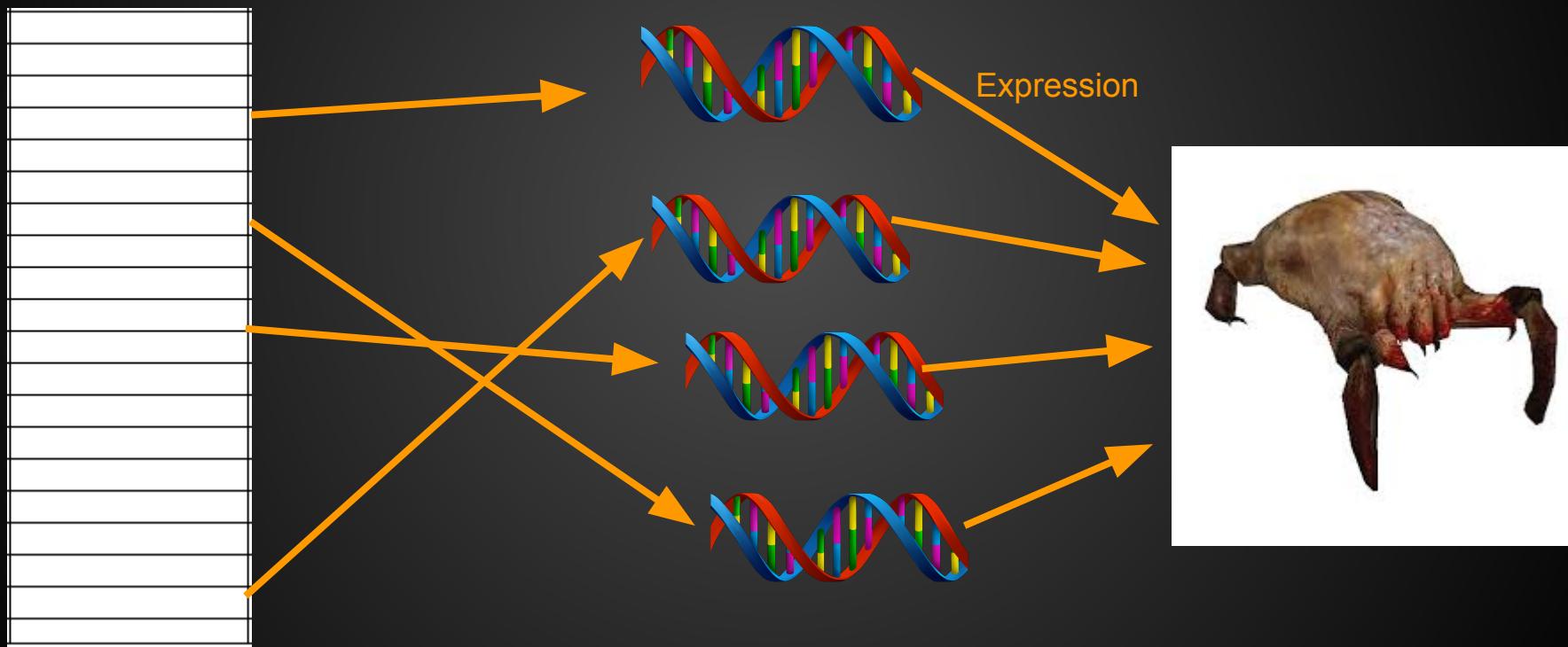


Genotypes

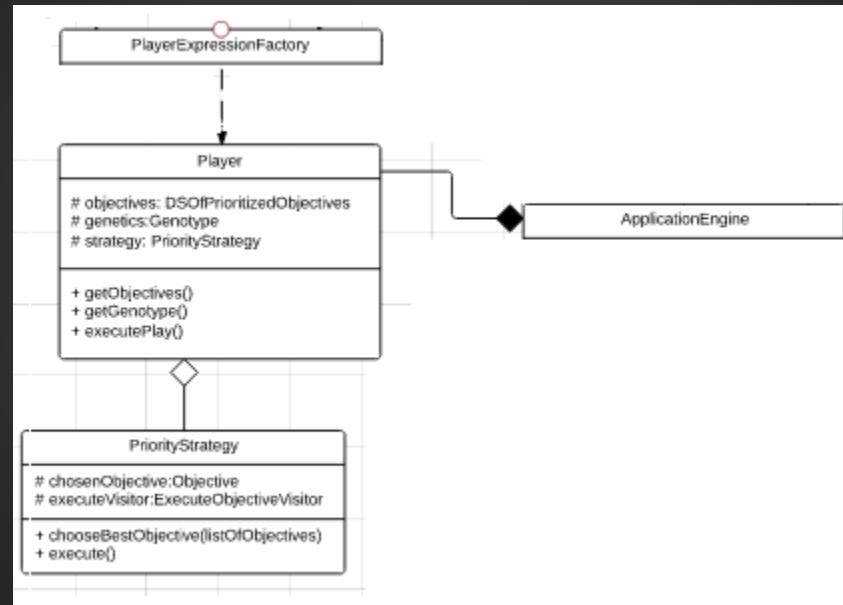


Genotypes

Objectives



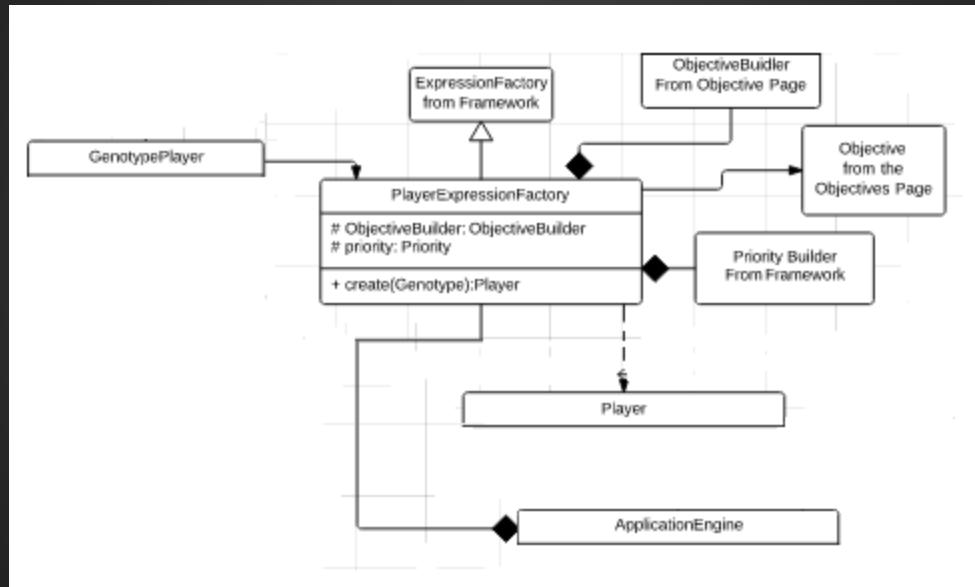
Players



Players



Player Expressions



Game Application Engine

