Hi Juan,

I think I understand where the semantic gap is. Below, I will describe what I intend with the final version.

Participants will play the app called the political convention game. While playing the app called the political convention game, I want the same group to interact in a few rounds until a coalition is formed or until they have bargained for too long (a maximum round number set by the experimenter). Between the rounds, there should be no randomization of participants between groups or player positions. All participants will be the same player in the same group. Note that there are thus two possible ways for the app to end: 1) a coalition is formed between 2 or more players, 2) no coalition is formed but players have reached the max number of rounds.

Sometimes, I want participants to play the app the political convention game multiple times (unless it is easier to make one app in which multiple iterations of the game are possible, I leave that up to you). That is, if participants have either successfully formed a coalition or reached the max number of rounds they play the political convention game again. Between different iterations of the app I would like some possible randomization configurations:

1) Randomly assign participants between groups: If this is on, participants will be randomly assigned to a new group between two iterations of the app. If this is off, participants will stay in the same group as the previous iteration of the app.
2) Randomly assign participants to a new player position. If this is on, participants will be randomly assigned to a new player position (A, B, or C) between two iterations of the app. If this is off, they will be the same player as in the previous iteration of the app.

What is important is that the game records how many points participants acquire in each iteration of the app and we can display this to participants between iterations. In the end, all points acquired in the session will be added and this will be the total score of a participants in the session.

Visually, this sequence for two iterations of the political convention game app with a maximum of three rounds would look like this. Again, if it is easier to put everything in one app please do so.

<table>
<tr><td colspan="9">Session</td></tr>
<tr><td rowspan="2">Instructions</td><td colspan="3">Political Convention Game App Iteration 1</td><td rowspan="2">Show Total Payoff Round 1 and Randomization</td><td colspan="3">Political Convention Game Iteration App 2</td><td rowspan="2">Show Total Payoff Round 1 & 2</td><td rowspan="2">End of Session Screen</td></tr>
<tr><td>Round 1</td><td>Round 2</td><td>Round 3</td><td>Round 1</td><td>Round 2</td><td>Round 3</td></tr>
</table>

My two other points are:

1) I found out that, as was the plan, individuals can only choose a coalition in phase 2 if they are actually in the proposed coalition and that the total amount of money allocated has to be exactly 100. This works really good. One remaining problem however is the following. If player A indicates he wants a 50-50-0 allocation in an AB coalition and B says he also wants a 50-50-0 allocation in an AB coalition, in phase 2 these are shown as two different coalitions that A and B can choose from. But in fact, these two coalition proposals are exactly identical in terms of both who is in the coalition and the exact allocation. The problem is that when A selects his proposal and B selects his proposal, no coalition is formed, despite the fact that the coalitions and allocations are identical. The solution than would be that the program recognizes when there are two or more coalition proposals that are exactly identical and in phase 2 present them as one choice that was proposed by different players.

2) I tested what happened when there would be 7 or 8 players, what would happen to the 1 or 2 too many (because they cannot form a group of 3 persons). In the current demo, they enter a game with 1 or 2 players instead of 3. Of course, in real experiments this is not a good thing because they cannot actually play the game we want them to play. Ideally, we would couple these left-over people with bots, but you told me this is a difficult thing. If this is not possible, these people should be redirected to a different page (probably a survey so they can still be part of research and get paid).

Please let me know whether I need to clarify more.
Best,
Joeri