**CSFV**

**University of Washington**

**Monthly Technical Report for May 2013**

Reporting period: 1 May 2013 – 31 May 2013

Date of Report: 15 June 2013

Project Title: Verigames

Contract Number: FA8750-12-C-0174

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# Verigames - Project Progress

**1. Expected Progress This Month**

* Begin testing the game with larger boards— much larger than previously tested.
* Continue integration of the game with authentication server and Resource Allocator.
* Integration of the dataflow framework into the Game Solver.
* Finish Lock type system.
* Continue iteration on new representation of game levels.
  + Begin generating edges for every pipe segment, not just for every unique pair of joined edge sets.
  + Begin process of linking incoming/outgoing pipes of subnetwork nodes to their inputs/outputs.
  + Change XML format for level generation for new Gridworld representation.

**2. Accomplishments This Month**

* Integration/deployment:
  + Game now launches from TopCoder mini-site (but is not yet embedded into the page itself).
  + User authentication is integrated with Verigames backend.
* Game client:
  + Adjusting scoring system based on player feedback – basically, we should avoid “negative” scores, as this greatly dampens player enthusiasm.
  + Implemented an undo/redo feature.
  + Generate edges for every pipe segment.
  + Linked incoming/outgoing pipes of subnetwork nodes to their inputs/outputs.
  + Changed XML format for level generation for “Gridworld” representation.
  + Allow players to save and load custom board layouts. In the future, we envision players sharing custom layouts with each other, to better “disentangle” the relationships represented on the board.
  + Translated “Traffic” tutorial levels into Gridworld levels, partly as a way to verify correctness of Gridworld representation.
* Verification/PL:
  + We are still working through bugs in board generation from real code.
  + Lock type system is nearly done barring some bugs and cleanup. It will necessitate some different game mechanics.
  + Resolved how to represent and deal with binary-only methods (sub-boards) in both annotated and non-annotated cases

**3. Deliverables Submitted**

N/A

**4. Publications Made**

N/A

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**5. Meetings**

* Weekly UW Verigames full team meeting
* Weekly UW CGS design meeting
* Weekly integration conference call

**6. Issues or Concerns**

Game design iteration is difficult to perform at present as we are not currently able to work with levels created from realistically-sized pieces of code. Without a sense of the overall typical shape of a level, we are currently making assumptions from a game design and user interface perspective that may not prove to be true when we do get the system working fully. We believe we are close to getting a large (8,000 line) piece of code through the Games Solver and into the game, which will keep us moving forward.

**7. Plans for Next Month:**

* Integration/deployment:
  + Fix bugs around sign-in and mini-site integration if necessary.
  + Create documentation for integrator.
* Game client:
  + Refine visual design of boxes and lines to make rules intuitive to players.
  + Optimize rendering in game client to support larger boards.
  + Begin limited playtesting
* PL/Verification:
  + Get large boards generated from code.
  + Integration of the dataflow framework into the Game Solver.
  + Finish Lock type system and move on to other type systems.

**8. Financial Summary**

May: Projected expenditures for the month were originally estimated at $102k. Actual expenditures were $136k. Staff and student funding remains the same. Invoice from Julia Srl for $67,492.14 cleared (all IDCs for the subcontract have been paid and the over-pay correction was made last month, so IDCs are no longer being charged to subcontract payments).