Project 3: AutoHotkey/Toadwater Demonstrations

The objective of this project is to create an AutoHotKey macro (or series of macros) and a five minute summary demonstration video to automate play of the tile based game Toadwater. Each team will be evaluated based on the complexity of their scripts as well as how ‘safe’ their scripts are in managing the health and skills of their dwarven avatars. Although this particular project does not have a grade tier system like previous projects, the following examples give a good idea of where certain actions fall as far as difficulty.

Low F: A script that stands on an old tree and builds planks.

D: An infinite wood chopping macro.

C+: An infinite wood chopping macro that builds and uses outhouses, clears them as needed and converts wood to planks and planks to fences (and perhaps fences to fence repairs)

B: An environmental awareness added to the previous levels that allows the bot to detect when something has gone wrong and will at the very least stop itself from dying.

A:An infinite farming bot that can fertalize land plant and harvest crops and manage not to die while being aware of any problems that may arise (like a dwarf standing in the way).

There are many other examples of things you can do but generally macros/bots that can handle more situations are better than those that are extremely specialized.

Bonus Points:

This assignment has a bonus point component that you may participate in if you want. Each team will be ranked according to the following criteria: All skills in which the team has demonstrated an ability to gain statistics with a macro will be included. For each skill, each member of the team’s stat value will be averaged together for that particular skill and then the sum of those scores will indicate the team’s final score for the competition. The team with the highest score will gain 15 bonus points, the second team will gain 8 bonus points and the third team will gain 5 bonus points.

Please keep track of the time you spend on this project. Your due date requirements will be the following: A single basic description of what your team set out to do (including time spent). A live in class demonstration and video presentation of the project (5 mins max for video). A single copy of the macros used for the project. A peer evaluation page, kept confidential from your teammates, in which you evaluate the overall participation of the team including your own participation level.