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**GAME MECHANIC**

- 1) Each player connects with team name.
- 2) Server waits for all players to connect.
- 3) Server dispenses a path to an input file, the game mode and the number of rounds.
- 4) Each player receives an amount to distribute across gambles. (in mode-1, this is always 1).
- 5) Each player responds with fractional allocation to each gamble. (arbitrary precision).
- 6) Each player receives a list of returns for each gamble.
- 7) Steps 2-6 happen once for each round.
- 8) Each player receives a score.

**MESSAGE PROTOCOL**

S = Server, P = Player

GAME INIT

P->S: team1	# Team name
S->P: /path/to/file.txt mode-1 5	# Path, mode (mode-1 mode-2), num-rounds

GAME LOOP (x num-rounds)

S->P: 1	# Amount to allocate. Timer starts.
P->S: [0:0.25, 1:0.25, 2:0.25, 3:0.25]	# Gamble id : fraction to allocate
S->P: OK   ERROR "Some error message"	# Timer pauses
S->P: [0:h, 1:m, 2:l, 3:m]	# Gamble id : return

GAME RESULT

S->P: GAMEOVER 6.0	# Score
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**EXAMPLE INPUT**

# gamble\_id, class\_id, h\_ret, h\_prob, m\_ret, m\_prob, l\_ret, l\_prob  
0, 2, 3.46, 0.06, 2.38, 0.57, 0.50, 0.37  
1, 13, 4.17, 0.32, 1.52, 0.41, 0.15, 0.27  
2, 6, 2.30, 0.17, 1.93, 0.59, 0.62, 0.24  
...  
203, 3.99, 0.29, 1.09, 0.58, 0.52, 0.13

# gi, gj  
12, 4  
34, 99  
...  
51, 9