

ENTROP-EACE

entropy + peace

WeiXuan Chen

ID:

Code:

Name

Rule
Set the building to some money
in 30 minutes.
Win
The player with the most gold
wins.
Fail
Strategy is more important.



Mode

Single ☒ (New)

Multiplay ☐ (Old)



1000
[Choose from building
(Pick one, take)]

1000

[Choose from building
(Pick one, take)]

① 0/min 1000
② 0/min 1000
③ 0/min 1000
[You should get the most of gold after 30 minutes to win]

① 0/min 1000
② 0/min 1000
③ 0/min 1000
[You should get the most of gold after 30 minutes to win]

① 0/min 1000
② 0/min 1000
③ 0/min 1000
[You should get the most of gold after 30 minutes to win]

① 0/min 1000
② 0/min 1000
③ 0/min 1000
[You should get the most of gold after 30 minutes to win]

① 0/min 1000
② 0/min 1000
③ 0/min 1000
[You should get the most of gold after 30 minutes to win]

① 0/min 1000
② 0/min 1000
③ 0/min 1000
[You should get the most of gold after 30 minutes to win]

Harvesting Price 300
[Icon of a pot]

Purification Price 200
[Icon of a pot]

① 0/min 1000
② 0/min 1000
③ 0/min 1000
[You should get the most of gold after 30 minutes to win]

① 0/min 1000
② 0/min 1000
③ 0/min 1000
[You should get the most of gold after 30 minutes to win]

① 0/min 1000
② 0/min 1000
③ 0/min 1000
[You should get the most of gold after 30 minutes to win]

① 0/min 1000
② 0/min 1000
③ 0/min 1000
[You should get the most of gold after 30 minutes to win]

Defeat
[Icon of a person]



① 0/min 1000
② 0/min 1000
③ 0/min 1000
[You should get the most of gold after 30 minutes to win]

① 0/min 1000
② 0/min 1000
③ 0/min 1000
[You should get the most of gold after 30 minutes to win]

① 0/min 1000
② 0/min 1000
③ 0/min 1000
[You should get the most of gold after 30 minutes to win]

Win!

① Eno 3200
② John 2700
③ John 2700
④ John 2700
⑤ John 2700
⑥ John 2700

① Eno 3200
② John 2700
③ John 2700
④ John 2700
⑤ John 2700
⑥ John 2700

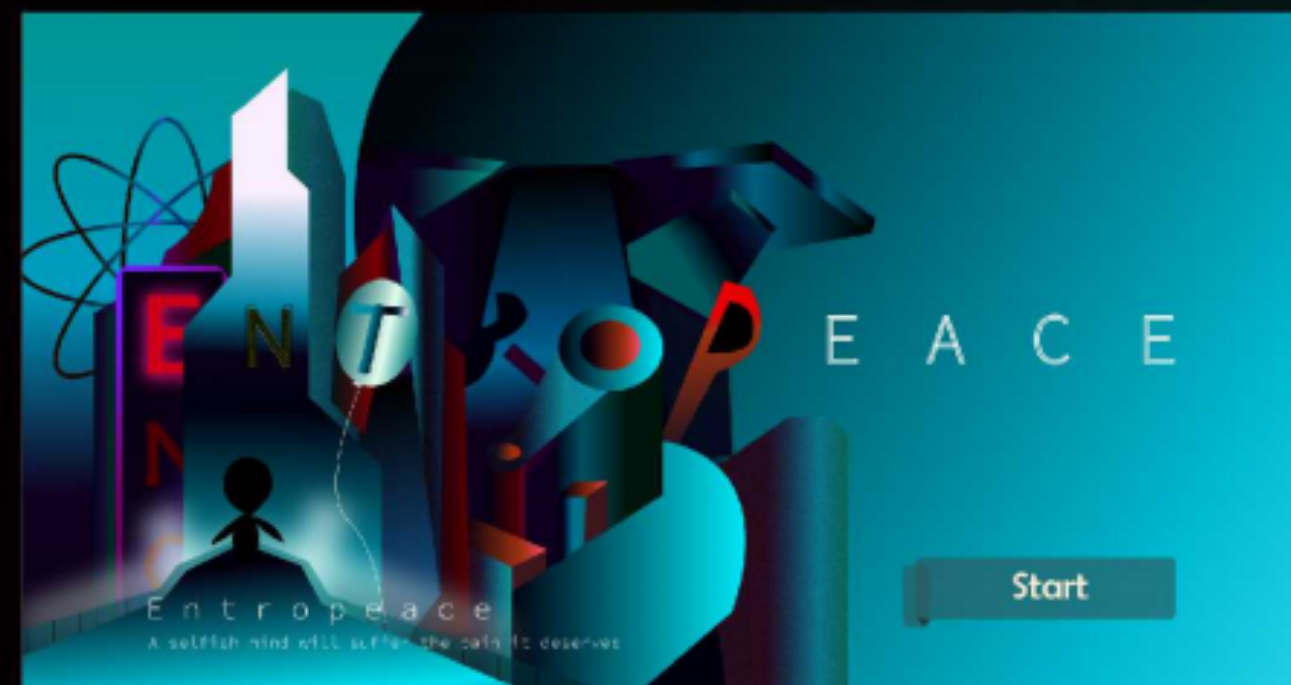
Lurker
[Icon of a person]

Lurker
[Icon of a person]

Failed
① John 3200
② John 2700
③ John 2700
④ John 2700
⑤ John 2700
⑥ John 2700

Survivor
[Icon of a person]

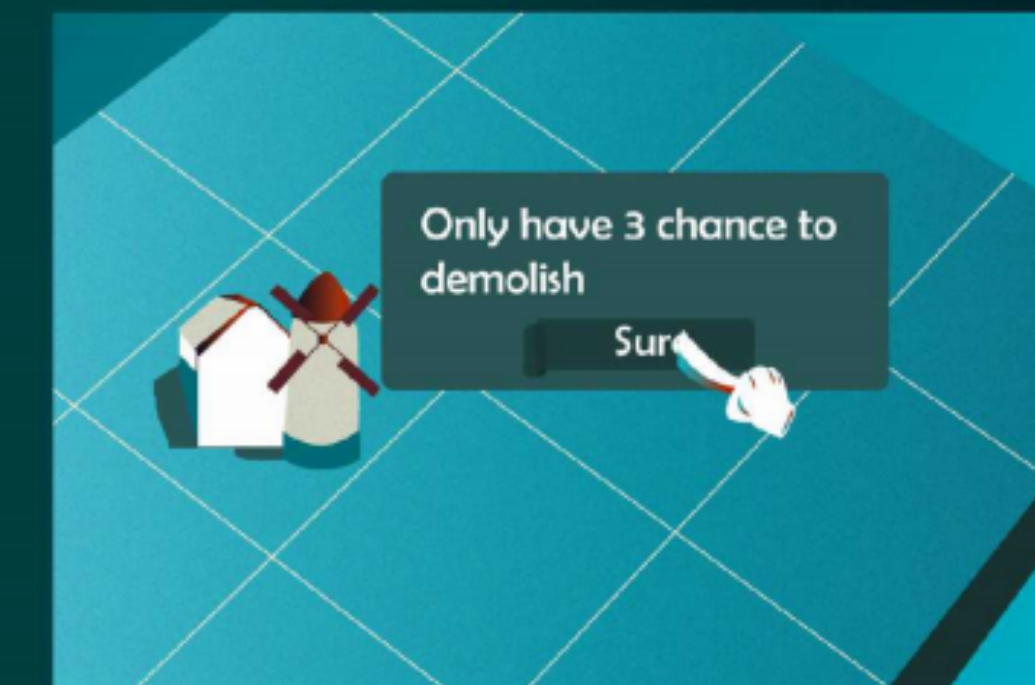
Welcome



Introduction



Rule



Gold

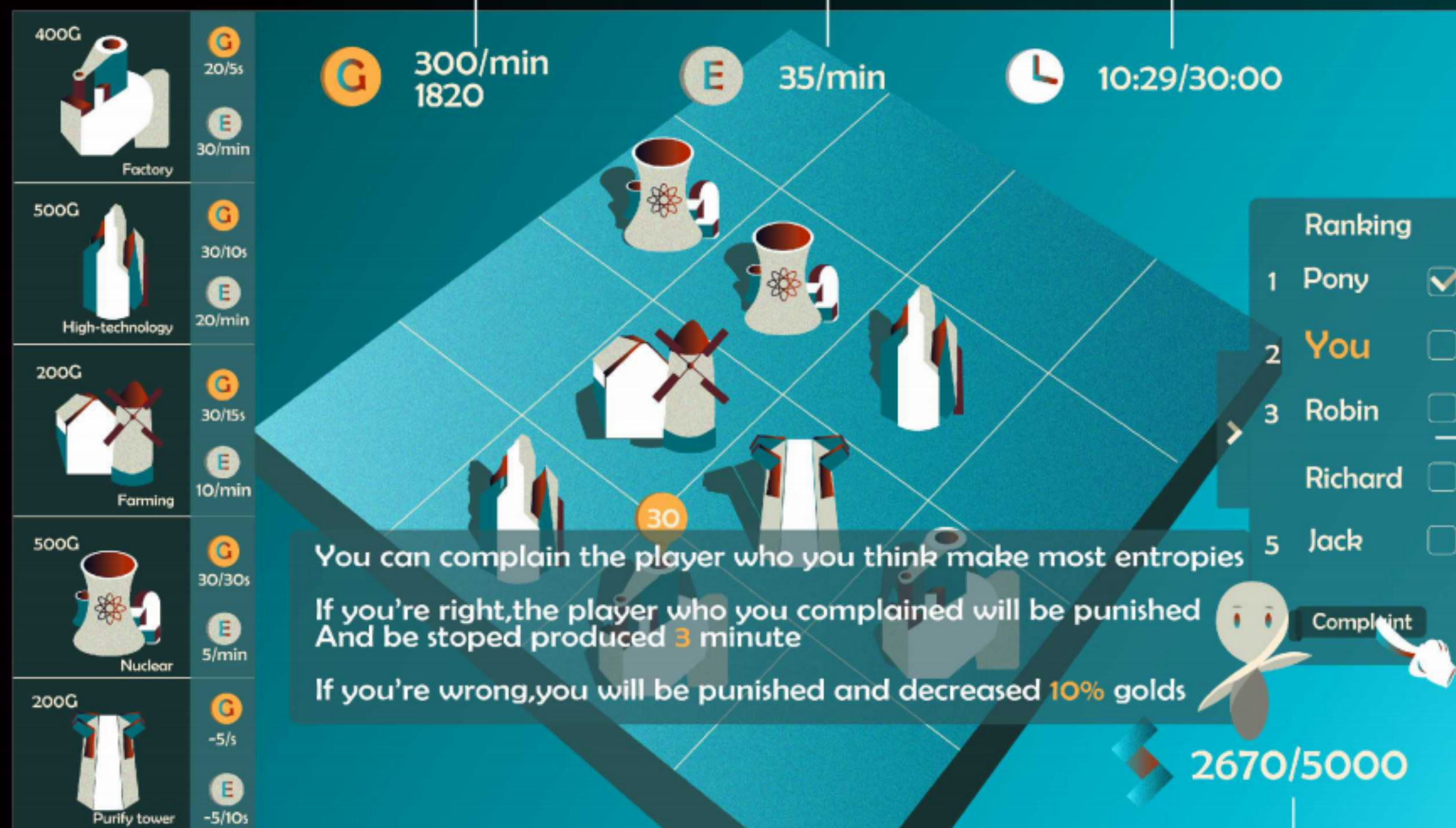
(produced by building every minutes)

Entropy/Minute

(follow the gold produced)

Time

(need get the most of gold after 30 minutes to win)



You can complain the player who you think make most entropies

If you're right,the player who you complained will be punished
And be stoped produced 3 minute

If you're wrong,you will be punished and decreased 10% golds

Ranking

- | | | |
|---|---------|-------------------------------------|
| 1 | Pony | <input checked="" type="checkbox"/> |
| 2 | You | <input type="checkbox"/> |
| 3 | Robin | <input type="checkbox"/> |
| | Richard | <input type="checkbox"/> |
| 5 | Jack | <input type="checkbox"/> |

Gold Ranking
(Showing when
10 minute)

Rules

Set the building to produce
money in 30 minute

Victory

The player with the most
gold wins

Defeat

Entropy is runing out

Start

Entropy(Now/Peak)
(Shared by all)

Interface design

Warning



Defeat



Defeat

'These violent delights have violent ends.'

1	Pony	2108	E
2	Neo	1995	E
3	Robin	1220	E
4	Richard	950	E
5	Jack	830	E

Try again

When player failed would try again until successful.

Victory



Educational



Interface design

Title are given based on the performance the game when player win.

multiplayer game

Three.js + node.js

model

sever