

## **Silk Route Adventures Scenario Two**

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The Silk Route game currently allows basic single player gameplay without AI opponents. As the game stands, the player has no incentives to deviate their strategy from game to game. To encourage players to try new strategies and add diversity to each game, a significant element of random chance will be added to the game.

This second scenario describes the various elements of random chance each caravan will find itself interacting with, and the strategies the caravans implement to better improve their chances at success. The random elements of this game come in multiple forms that can roughly be grouped into three categories, local, global, and trade randomness. Local randomness manifests as random events upon moving to a new location. Global randomness is something that impacts every player, and encourages new strategies to take place. Trade randomness is an abstraction of non-constant market prices. This means goods have a range of values they can sell and buy for, and it is not guaranteed that they will always buy and sell always at the same margins.

### **Coding Scenario “Implementation of Randomness”**

The player interacts with randomness at most stages of the game. After creating their caravan character, each player will begin their interactions with the randomness system. The start of the game will generate a global random event that will last a number of turns and then end. This makes it so that there is no optimal strategy for each player to play at the start of each game.

The player continues to interact with the randomness system throughout the game. Each time they attempt to buy or sell a good, there is a form of randomness that takes place to abstract their avatar's ability to haggle. This system essentially makes it so that each item has a price distribution on a bell curve. For example, typically silk may sell for ten gold; however, a particularly strong haggler can sell it for twelve gold while a poor haggler may only manage to sell it for eight gold. This system allows a far greater range of strategies to be played and succeed. This can take place by, for example, having one good typically sell for less, but have a far greater potential to be sold at a higher price. Another good may typically sell higher, but have a lower price ceiling. One player can invest heavily into their ability to haggle which makes certain goods much more valuable for them than other players. This can be thought of as the snake oil salesman strategy.

Beyond trading randomness, local randomness can prove a major boon or bane to the player. For example, upon traveling, the player may encounter bandits. These bandits may attempt to rob the player, and the player's previous actions and overall strategy may dictate their ability to deal with the bandits successfully. One player may opt for a high risk strategy, taking no precautions to deal with bandits if they arise. Another may hire multiple mercenaries to fight off any bandit attacks. A third possibility could be investing in a secret hiding place for gold, so that maybe the bandits are only able to steal a small portion of what they could have otherwise.

Finally, global randomness will reoccur at a random interval. One way this may take place is after the first event ends, a new one instantly appears. Or perhaps the next event is several turns away. The focus of these events are to encourage new strategies. One way this may occur is by having a certain good plummet in price, so traders may want to stock up now, and wait for the price to go back up. Another avenue is to punish and reward certain play styles. For example, maybe one global event is where bandit attacks become twice as likely, and another is bandit attacks will no longer occur for a number of turns. Global events will also be intractable in the form of a pop up window with options. Maybe when the twice as many bandit events global event occurs, a caravan with many mercenaries has a special option to scare the bandits away while a rich caravan can pay them to attack other caravans at an even higher rate.

The main focus of the upcoming demo is to add reasons to deviate from certain strategies, and to reward quick thinking and adaptability over premeditated and calculated plans. Below are examples of the systems suggested.

### **Random Encounter Examples**

- **Local**
  - Sandstorms
  - Attacked by bandits
  - Wagon breaks down
  - Receive items as gifts
  - Carry traveler to a city
- **Global**
  - War between nations
  - City collapses
  - X Good increase/decreases in price
  - Bandit attacks become twice/half as common

### Sketch of Random Event Popups

Random Event

What happened during event?

What do you do?

Option 1	Option 3
Option 2	Option 4

Historical/Environment Event

Something alters the way the player can move through the map.

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Illegal Item Check

Your character is checked for illegal items. If items found they're taken and player is fined

[close]