

Us vs. It

3/3/16

Tanks vs. Robot

- Turn-based Cooperative Strategy
- Tank players must destroy the Robot before it reaches the city limits (passes its goal line)
- Robot is controlled by “AI” moves

HIT POINTS

01 02 03 04 05 06 07 08 09 10

-2 to max actions: -1 to max actions: -1 to max actions: -1 to max actions:

Each turn the robot attempts to perform the actions on this list in order from 1 to 10.

Look at each action and determine if it triggers. If it does then perform that action and the robot uses 1 of his action points.

Continue performing the actions on the list until the robot reaches his maximum actions per turn or you reach the end of the list. The robots turn ends.

ROBOT

				ROBOT START			

ROBOT COPY LINE ROBOT COPY LINE

TANK
 Pick TWO ACTIONS per tank:
 A) Shoot in a straight line
 B) Move forward
 C) Rotate 90 degrees



DAMAGE:
 ▶ 2 1 1

MAX SPEED:
 2

WHEN HIT:
 1 hit = Stun, miss next turn
 2 hit = Damaged (flip tank over)
 3 hits = Stun + Damaged
 4+ hits = Destroyed



DAMAGE:
 ▶ 2 1

MAX SPEED:
 1

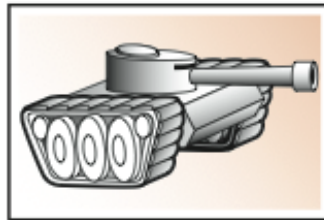
WHEN HIT:
 1 hit = Stun, miss next turn
 2+ hits = Destroyed

TANK

Pick TWO ACTIONS per tank:

- A) Shoot in a straight line
- B) Move forward
- C) Rotate 90 degrees

NORMAL



DAMAGE:



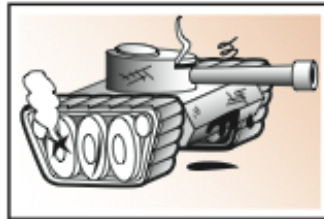
MAX SPEED:



WHEN HIT:

- 1 hit = Stun, miss next turn
- 2 hit = Damaged (flip tank over)
- 3 hits = Stun + Damaged
- 4+ hits = Destroyed

DAMAGED



DAMAGE:



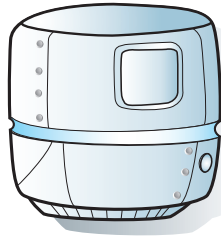
MAX SPEED:



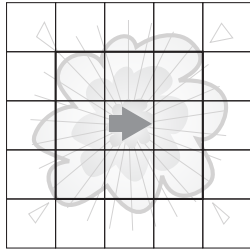
WHEN HIT:

- 1 hit = Stun, miss next turn
- 2+ hits = Destroyed

BODY



DEATH EXPLOSION GRID:



When hit points reach 0 the robot explodes.

HIT POINTS:



ACTION ORDER:

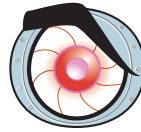
ACTION NAME:

(Laser, Fist, Mine, Rotate or Move)

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

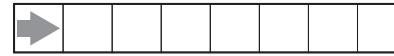
MAXIMUM ACTIONS PER TURN

LASER EYE



Shoots closest target in a straight line

DAMAGE GRID:



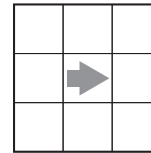
Eye TRIGGER:

FIST TRIGGER:

FIST



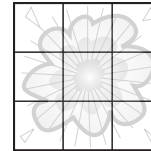
Attacks all adjacent targets



ATOMIC MINE



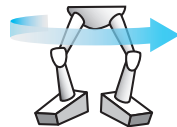
Drops in Robot's square



DROP TRIGGER:

EXPLOSION TRIGGER:

ROTATE 90°



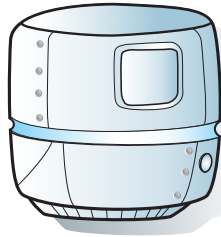
ROTATE TRIGGER:

MOVE

Step forward 1 space

MOVE TRIGGER:

BODY



DEATH EXPLOSION GRID:

1	1	1	1	1
1	2	3	2	1
1	3	4	3	1
1	2	3	2	1
1	1	1	1	1

When hit points reach 0 the robot explodes.

HIT POINTS:

10	09	08	07	06	05	04	03	02	01
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-1 to max. actions -2 to max. actions

ACTION ORDER:

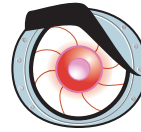
ACTION NAME:

(Laser, Fist, Mine, Rotate or Move)

1	Laser Eye
2	Fist
3	Drop mine
4	Turn Right
5	Move
6	Move
7	Fist
8	Laser Eye
9	
10	

3 MAXIMUM ACTIONS PER TURN

LASER EYE



Shoots closest target in a straight line

EYE TRIGGER:

Two tanks in sight

DAMAGE GRID:

➔	3	3	3	3	3	3	3
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FIST



Attacks all adjacent targets

	1	2
➔		3
	1	2

FIST TRIGGER:

Two tanks in melee range

ATOMIC MINE



Drops in Robot's square

1	2	1
2	4	2
1	2	1

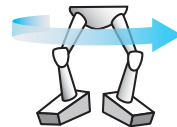
DROP TRIGGER:

Two tanks in melee range

EXPLOSION TRIGGER:

One tank in melee range

ROTATE 90°



ROTATE TRIGGER:

Always

MOVE ➔

Step forward 1 space

MOVE TRIGGER:

Always

Battle!

- Set up the game board
- Robot goes first:
 - Execute steps in order
 - Each step that triggers costs one Action Point (meaning conditions are met – e.g. if no adjacent enemies, Fists doesn't trigger)
 - Robot stops when:
 - Out of Action Points
 - after step 10
- When Robot finishes, all Tanks move
- Alternate Robot and Tanks until one side wins

Your Mission

- Reprogram the Robot to *maximize drama*
 - Uncertainty - you don't know how it's going to end
 - Inevitability - but you know it **will** end
 - Dramatic Arc
- You win if the robot is destroyed *at the goal line*

Iterate Towards Drama

- Fail faster!
- Try as many iterations as you can
- Play complete games
- Archive your iterations

Homework

- Compare and contrast your initial and final designs for the robot
- Describe the game in terms of the Dramatic Arc - when does the climax occur?
- What creates the uncertainty and the inevitability?
- What is the role of the Self-Destruct mechanic?