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Lappeenranta University of Technology

Awesome Jungle

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Introduction

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Overview of the game

1. A board game about two bunches of animals fighting each other in the jungle.
2. Each type of an animal has its own rank. High rank animal can beat lower rank ones.
3. The goal of the game is either to move a piece onto a special square, the **den**, on the opponent's side of the board, or capture all of the opponent's pieces.
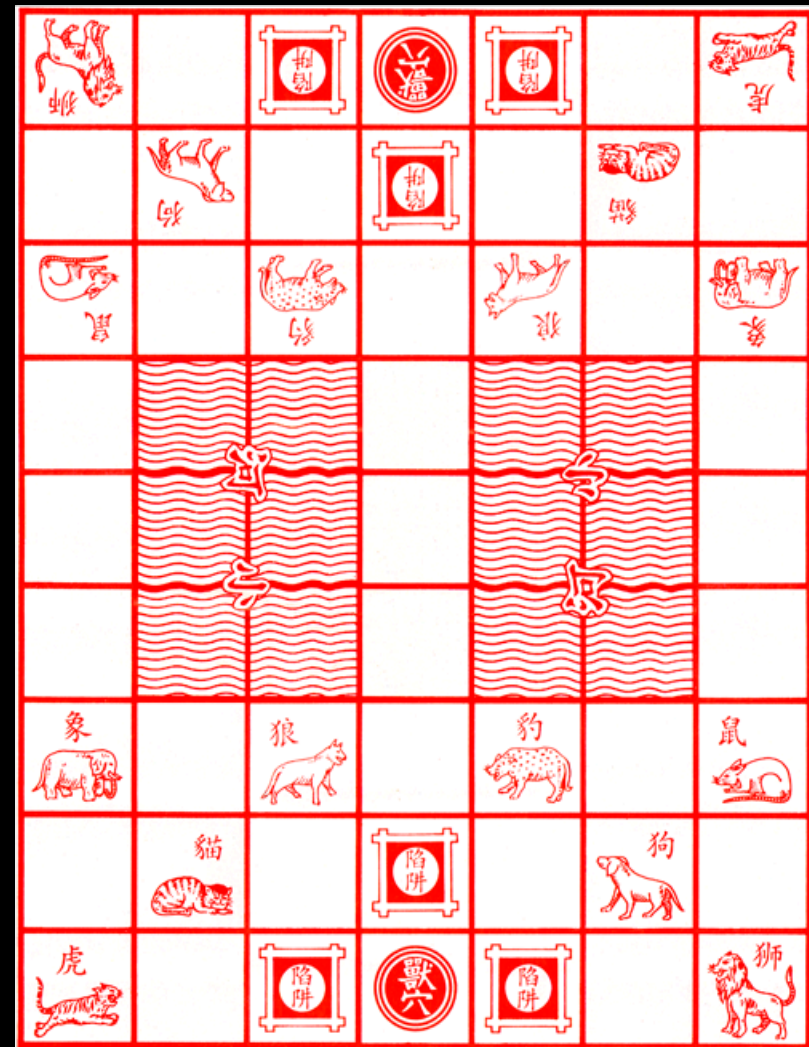
Features

This game has the following features

1. Single player against A.I.

2. 2D textured

3. Highscore list

4. Unique different sound effect for different animals

5. Optionally two player-multiplayer via XBOX Live

Implementation Details

- Graphics are done with a board image background with a grid overlay
- Sprites move over it, sliding from square to square
- Optional, "cool" effects when a fight occurs (smoke clouds, roars, particle effects)
- If there's time, 3d graphics can be implemented
- Highscore, achivements and others stored into Xbox Live service, or optionally a custom web service

Logical Structure and AI

- The board is modelled by a node map, with each node corresponding to a square and being connected to other nodes

- Nodes can also be addressed through an easy grid map

- The AI uses a graph search algorithm with heuristic guidance and scored targets in order to find the most optimal route for the optimal piece

- Several options to consider:
  Eating a piece
  Escaping from a piece
  Heading towards opponent's nest

Questions ?