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Lappeenranta *University of Technology*

Awesome Jungle

Group Three:

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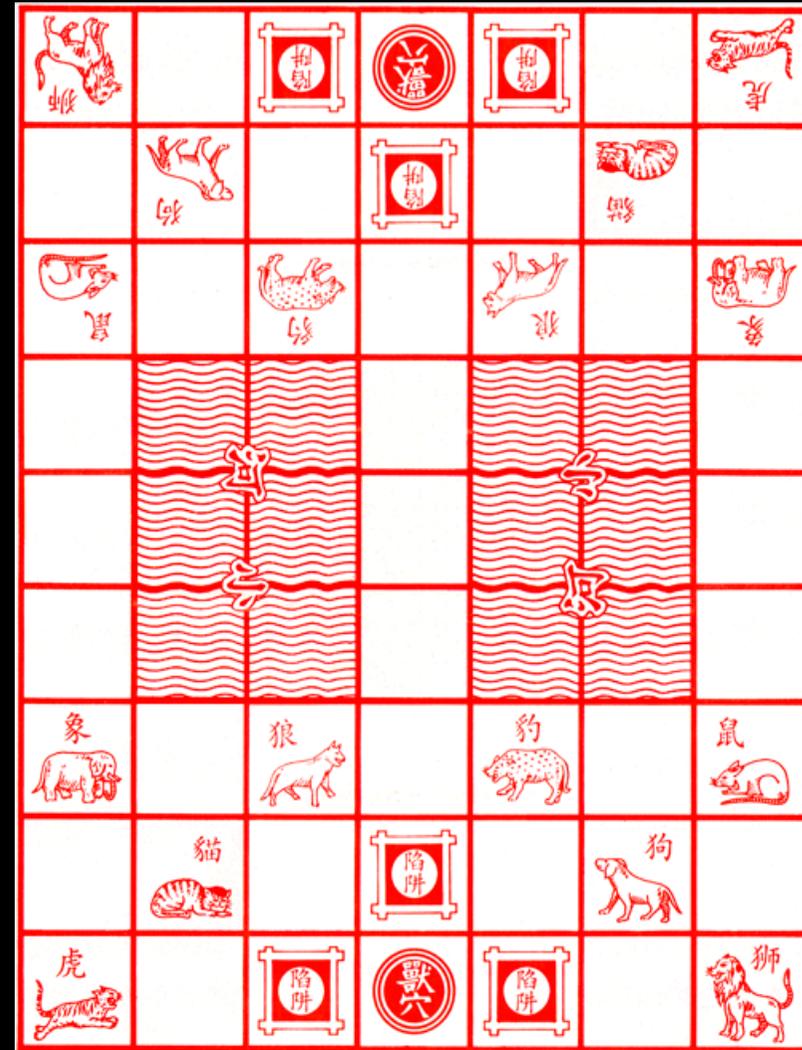
Jifeng Xing

Introduction

1. Overview of the game
2. Features
3. Implementation Details
4. Question & Comments

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.



What We Set Out to Do

1. Challenging 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

What We Actually Did

1. Single player against A.I. (not too challenging)
2. 2D textured
3. No highscores
4. Unique different sound effect for different animals
5. Particle effects!
6. Local multiplayer

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 was supposed to use a graph search algorithm, but it did not start to work quite in time
- The chosen search algorithm goes through each piece, and traverses through its neighbouring nodes, picking optimal (closer to the nest) nodes first to examine
- Additional fine-tuning options: The risk of being eaten would increase the cost of the path, and force the search to pick another route etc.
- Several action options to consider:
 - Eating a piece
 - Escaping from a piece
 - Heading towards opponent's nest

Conclusions

- A great learning experience
- XNA is a awesomely smooth development environment for games
(Apple, please clone this for this iPhone)
- Something action-oriented might have been even easier, and concentrate on bling and graphics instead of huge amount of rules
- Coding was fun, with a lot of things to show after just a couple of days
- Air conditioning worked during the night, a big bonus compared to Android Code Camp

Demo, Then Comments