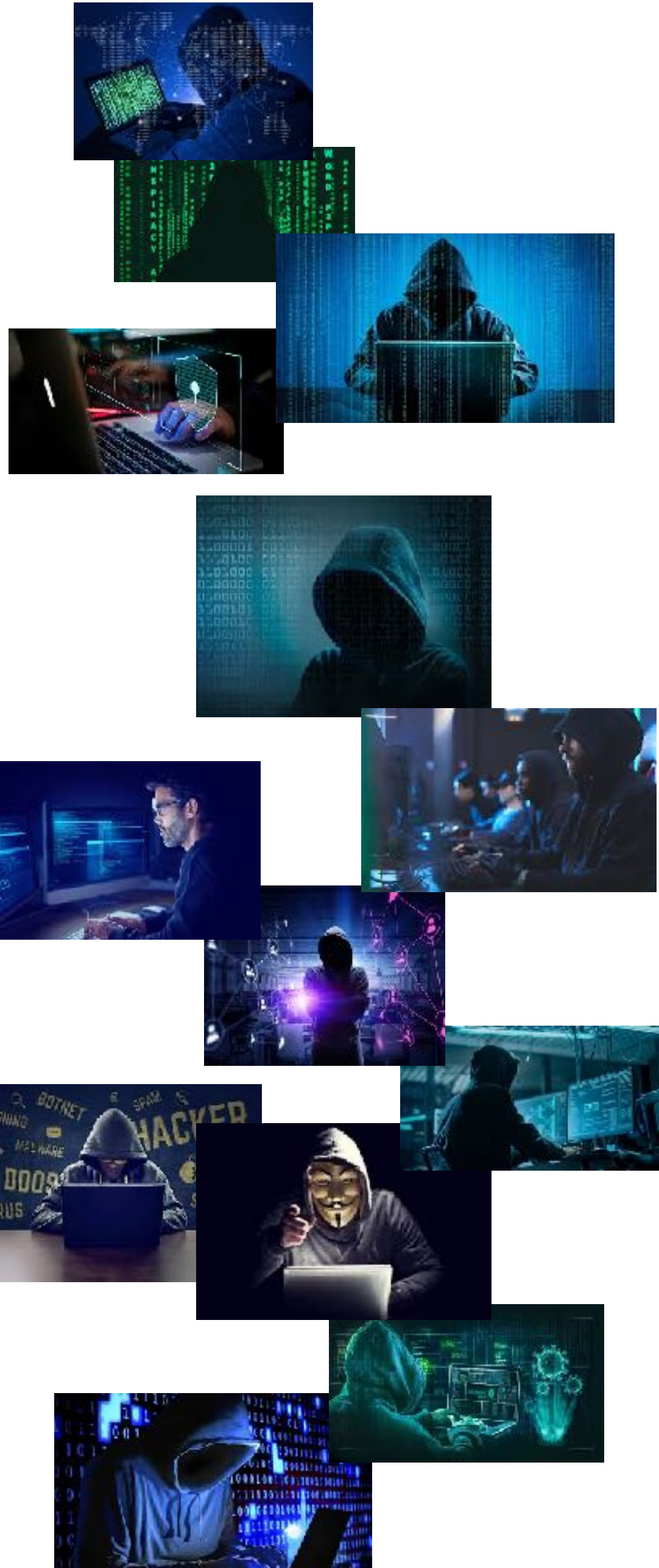
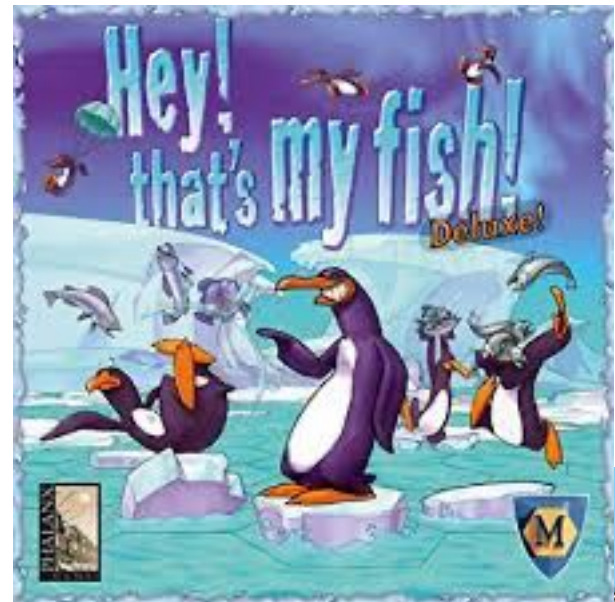
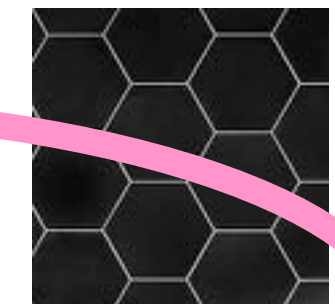
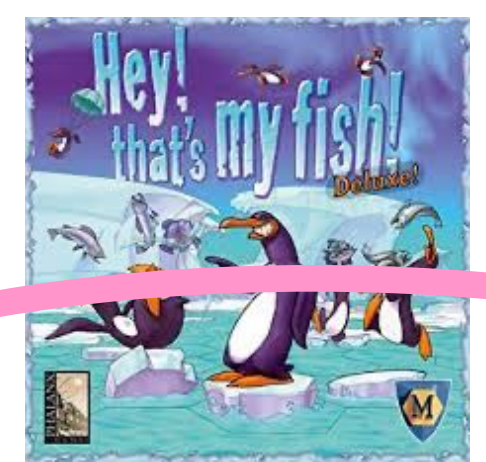


Today is the last day when
you can ask “big questions.”

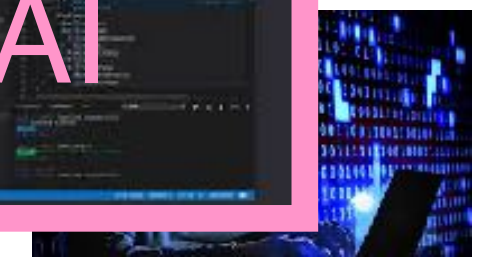
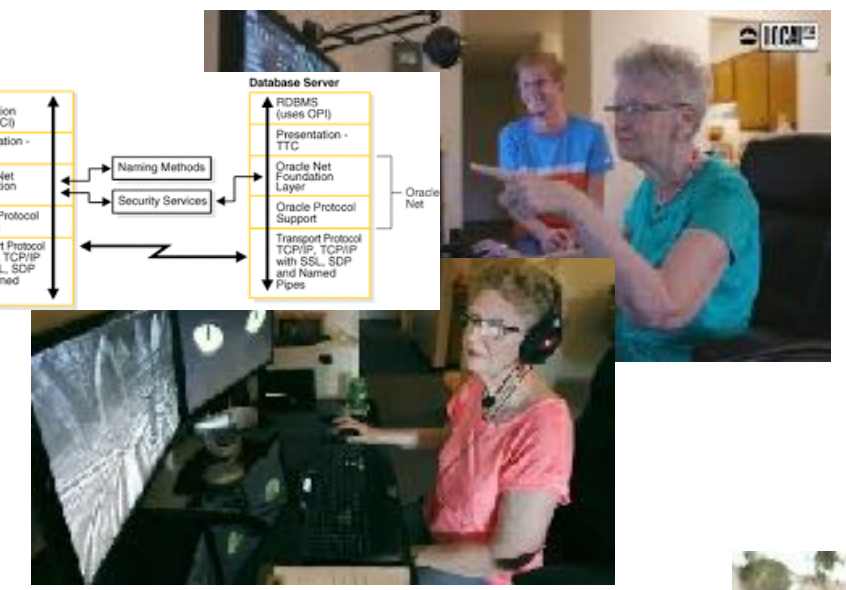
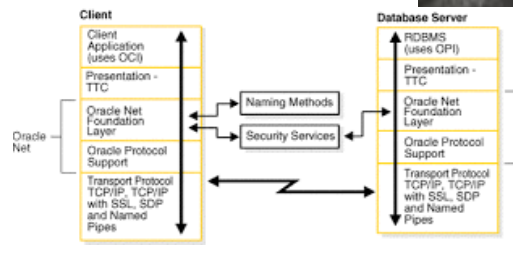
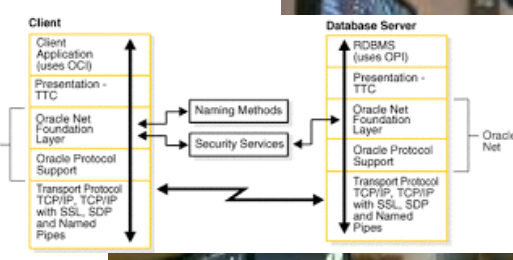
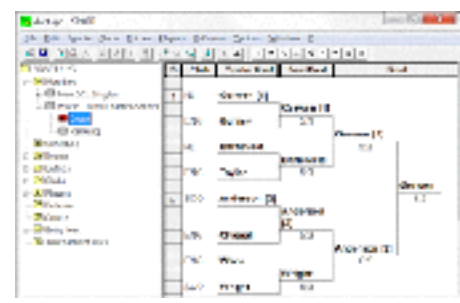
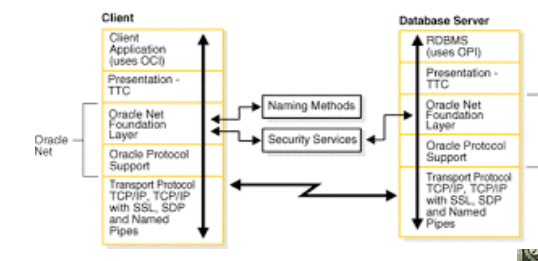
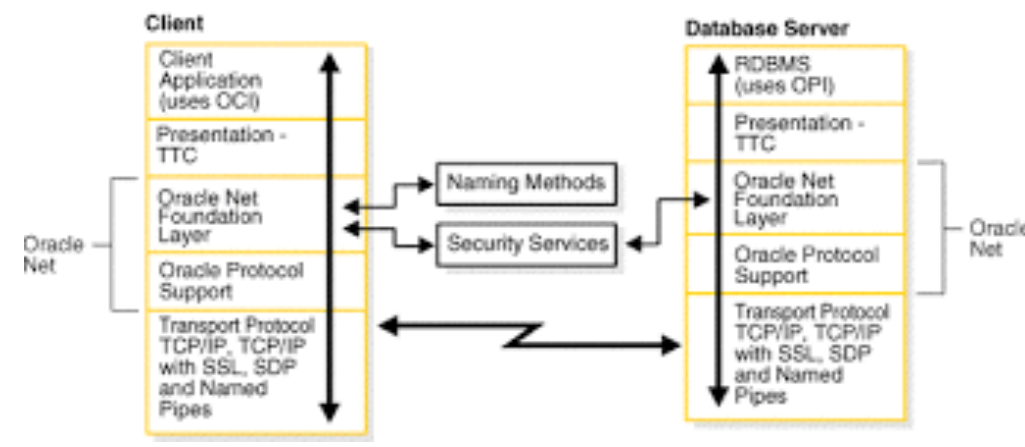
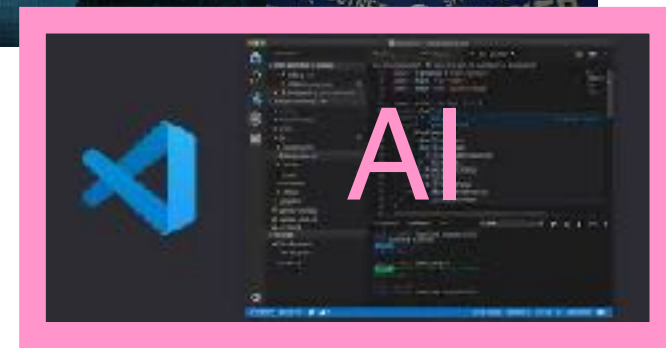
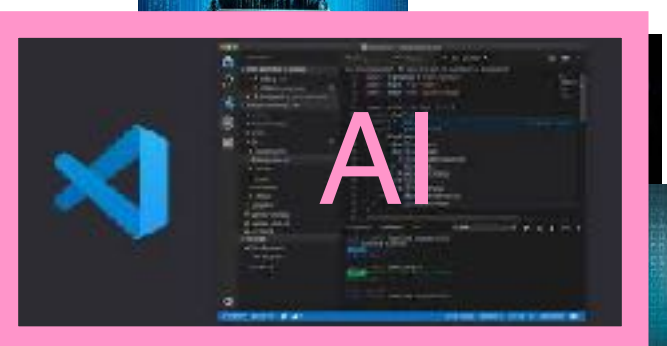
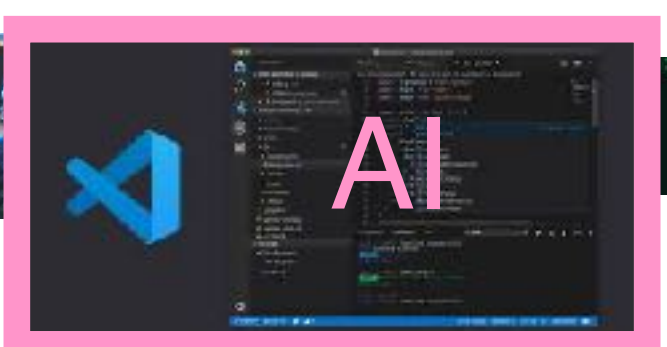
“Paradise”: the Component Analysis

“Paradise” Memos: We did not look at the content or the accuracy of the self evaluation. If you’d like 1-1 feedback, see your instructor during office hours.





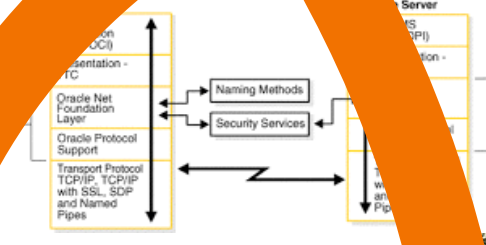
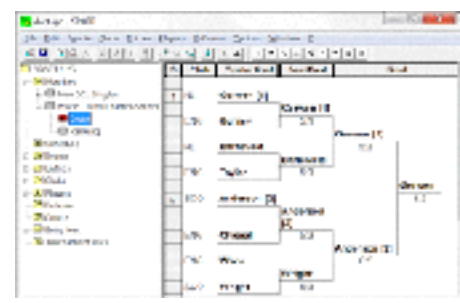
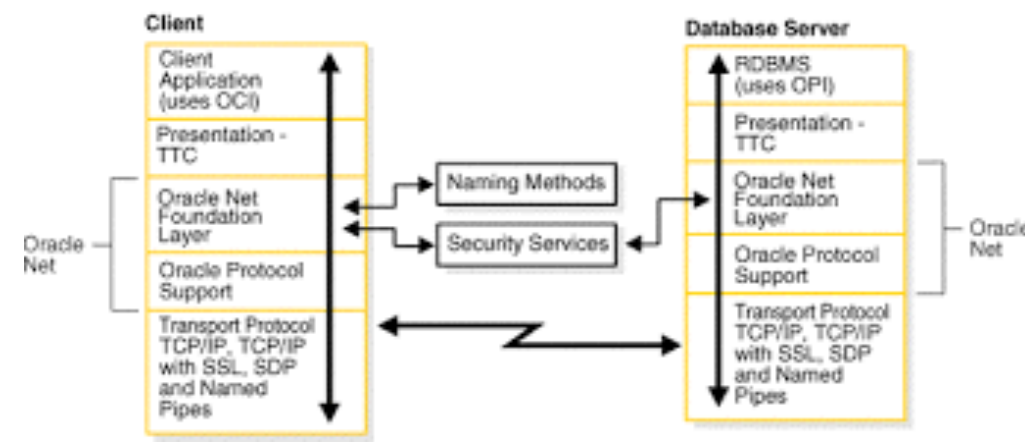
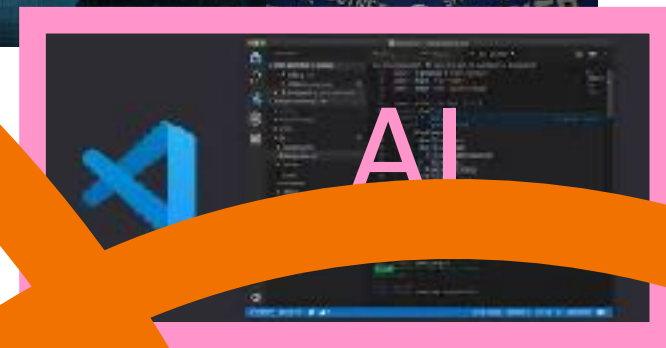
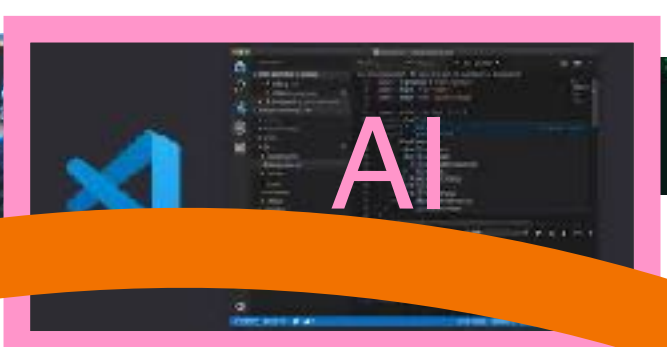
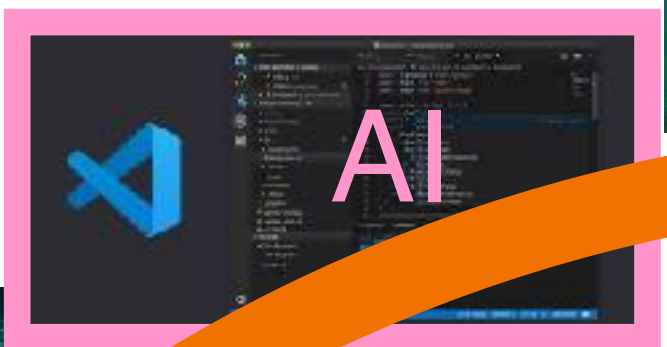
game state



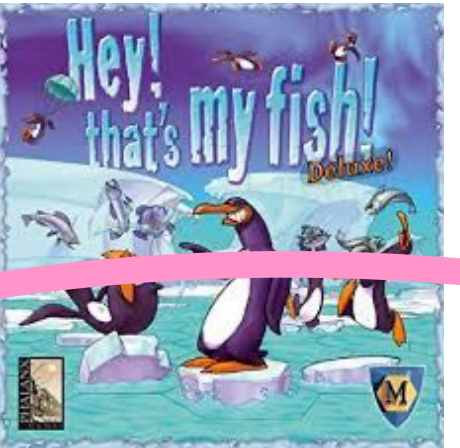
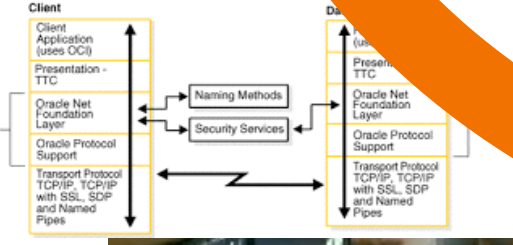
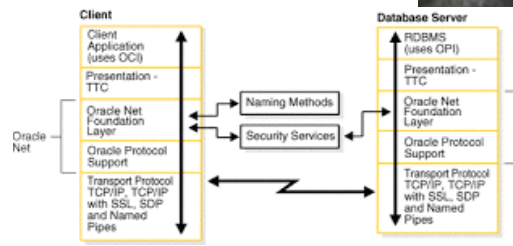
DODGE CITY PUBLIC SCHOOLS
Believe. Lead. Achieve.



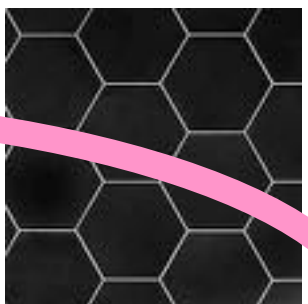
SATURDAY ACADEMY
SEPTEMBER 8TH - NOVEMBER 31ST 8:30 AM - 2:30 PM



KNOW THE RULES



game state



Why is the Payment System factored out:

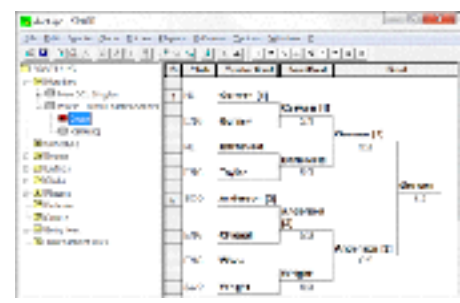
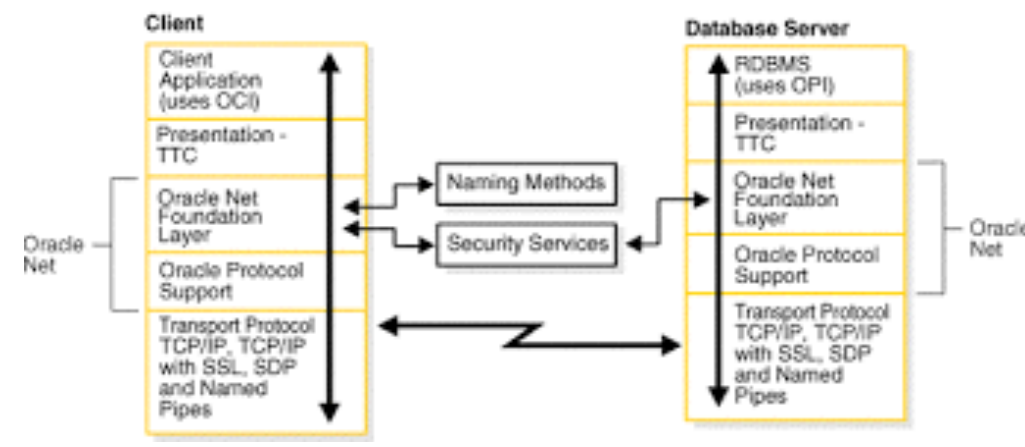
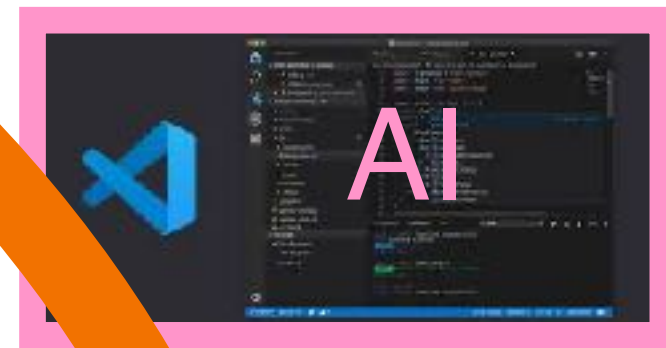
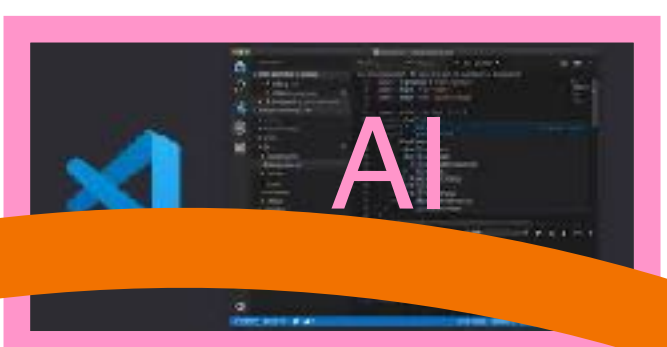
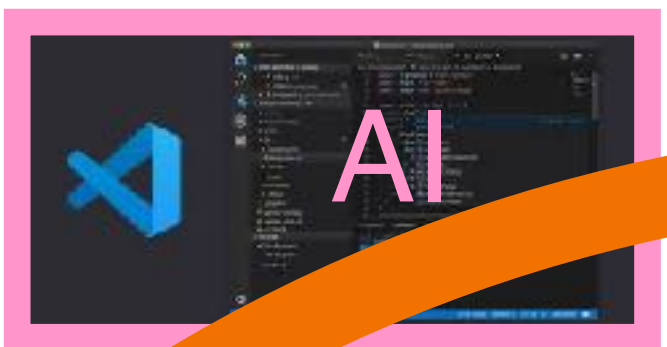
- it has completely different *safety* and *security* concerns than the game
- its use cases can be cleanly separated from the game playing
- it is a well-known problem with well-known solutions:
it might even be possible to
 - buy off-the-rack sw for this problem or
 - lease it from a payment management system

So what do we have now:

- a clearly defined border between sw and context
- a factored-out subsystem that we won't worry about for now
- well-identified internal components
- well-identified external components

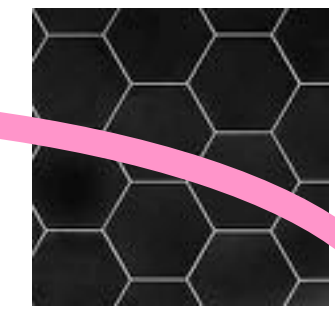
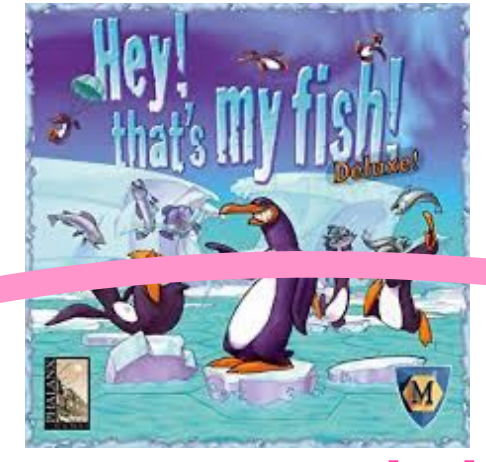
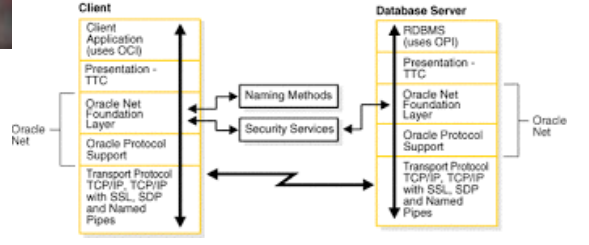
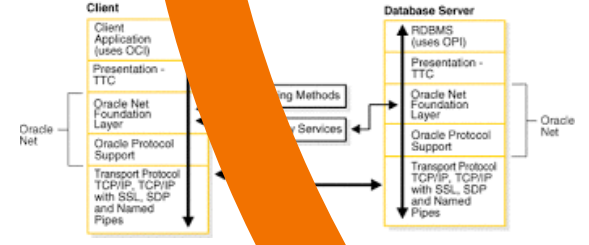
Where do they sit?

What does the "inside" know about these components?

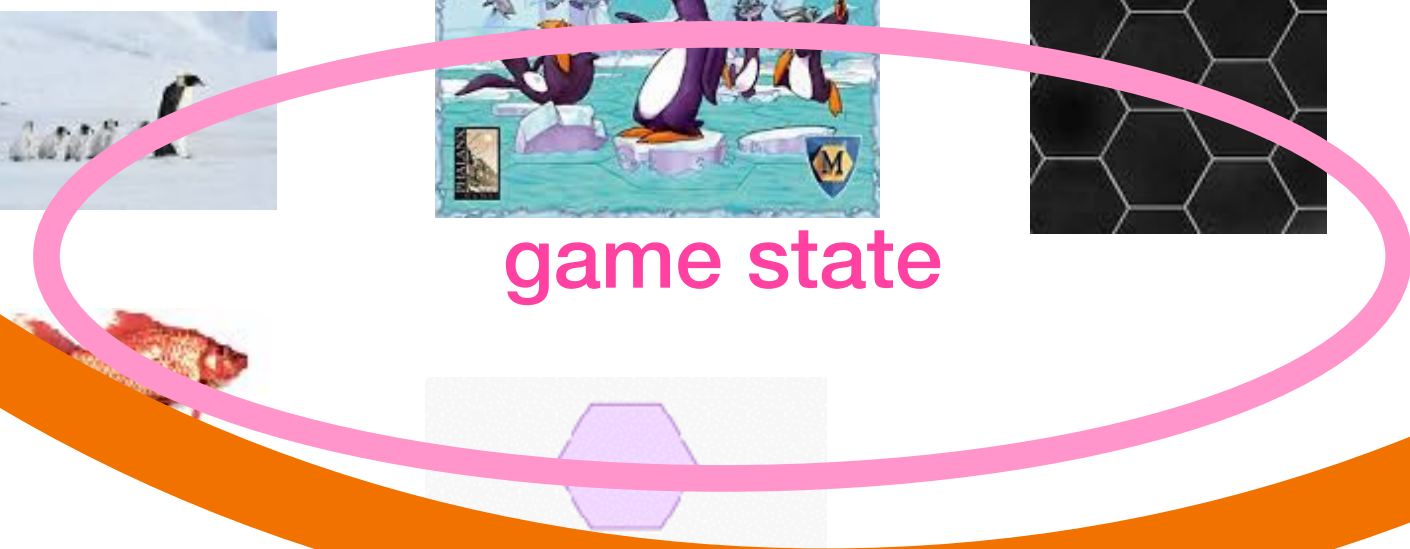


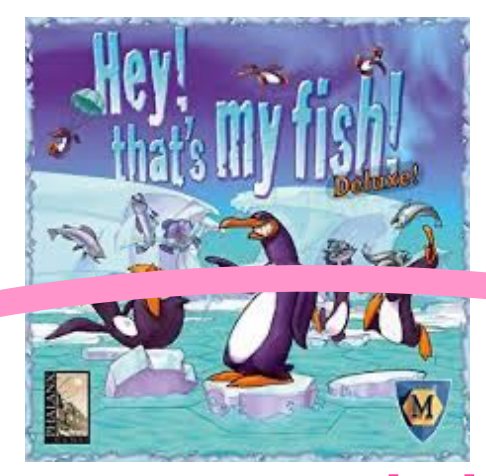
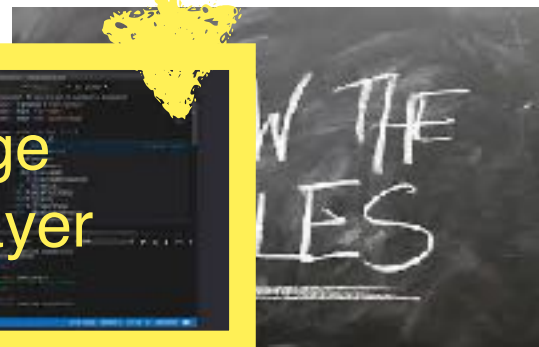
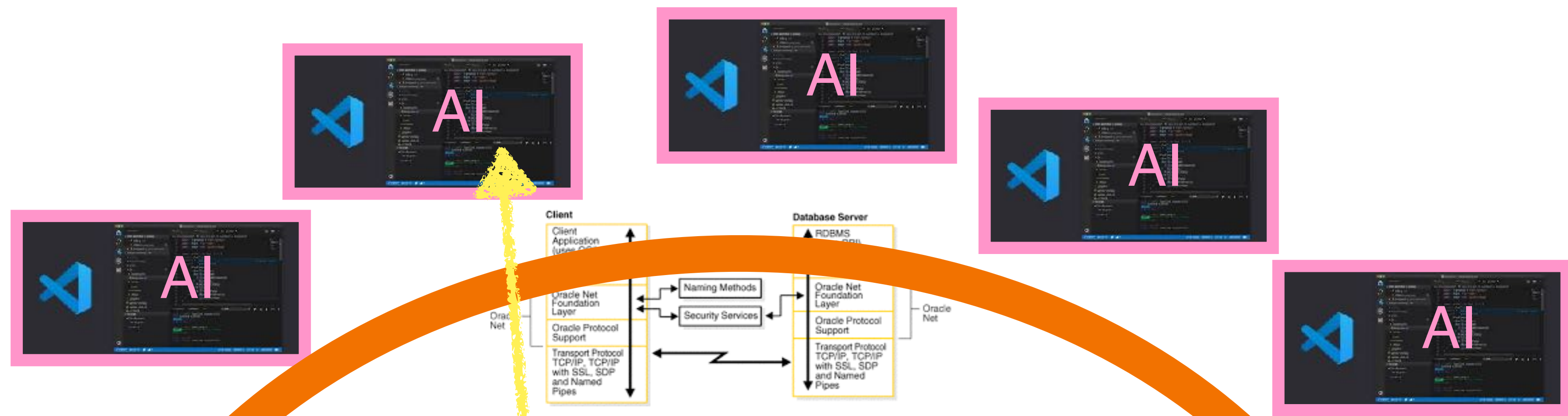
Observers

Human Players

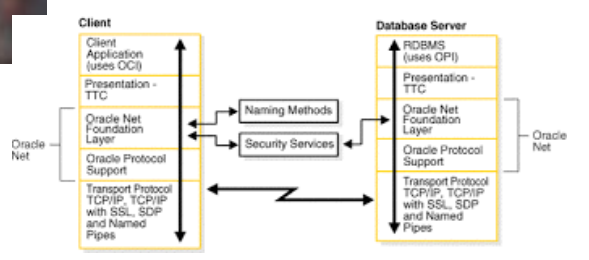
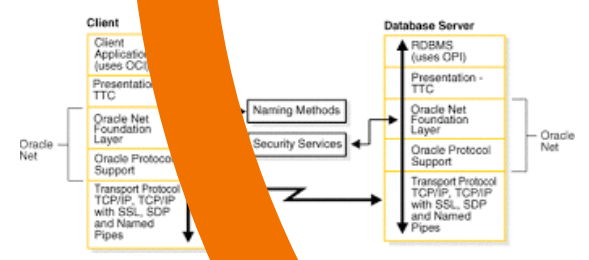
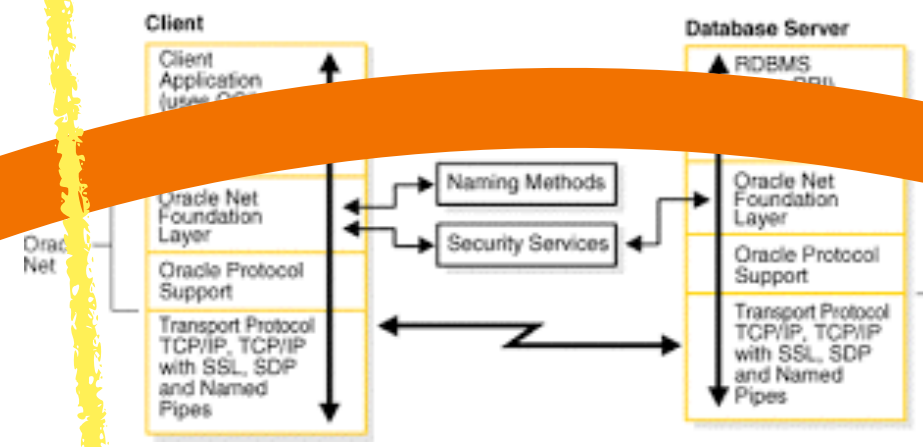


game state





game state



Observers

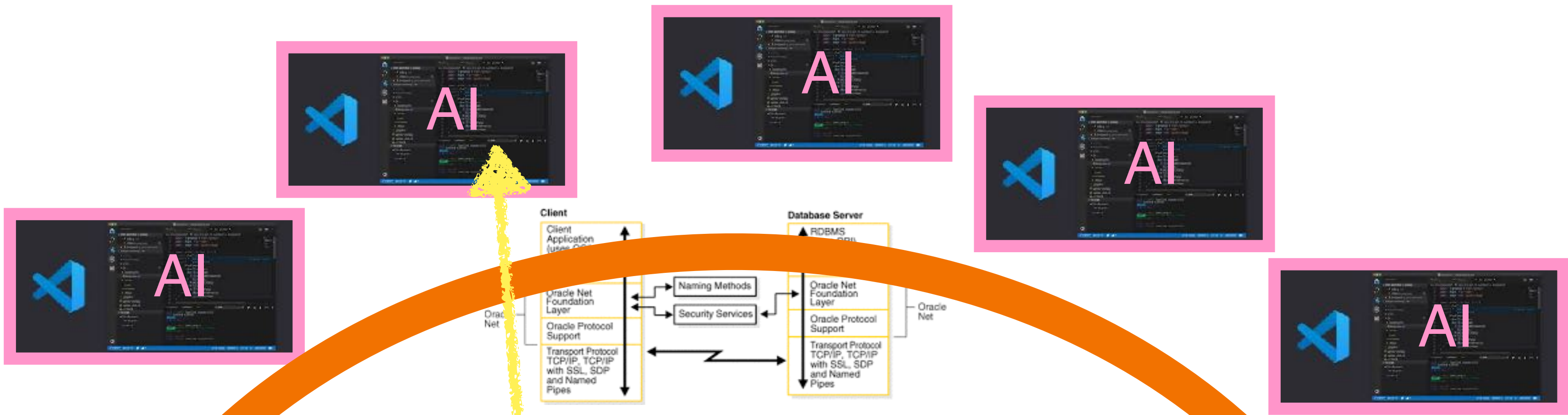
Human Players

Insight: systems that communicate with the outside need to represent knowledge about them inside the system

Idea: let's have house players for integration testing and for perhaps getting a share of the prize money

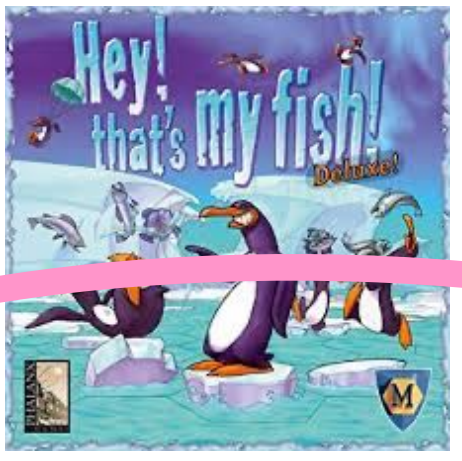
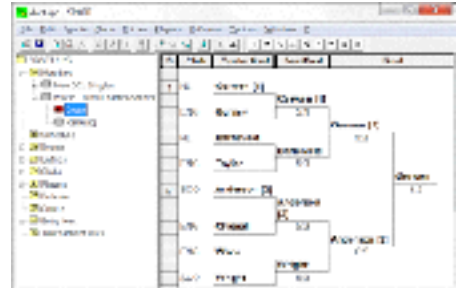
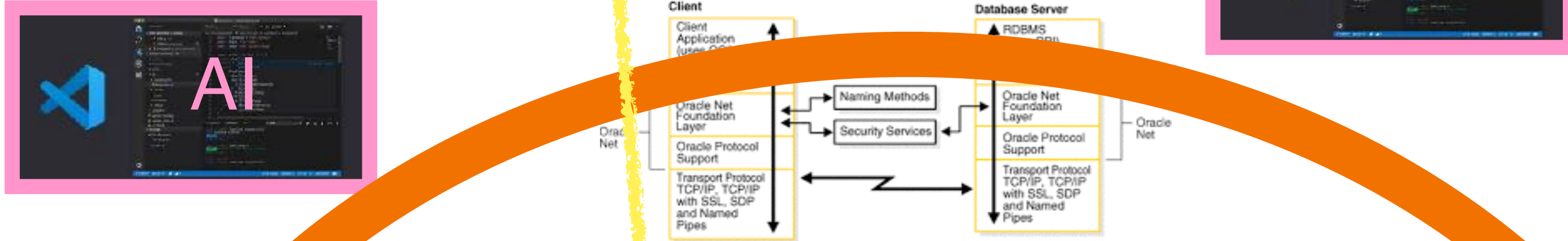
Also internalize

Also internalize

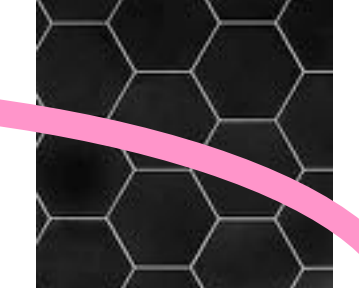
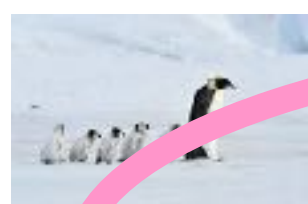


Observers

Human Players



game state

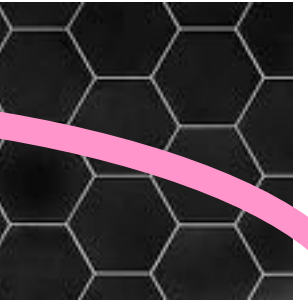
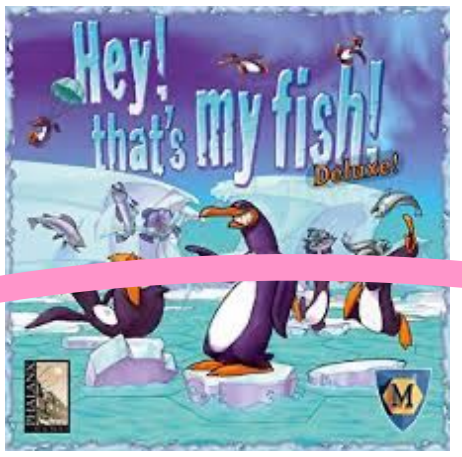
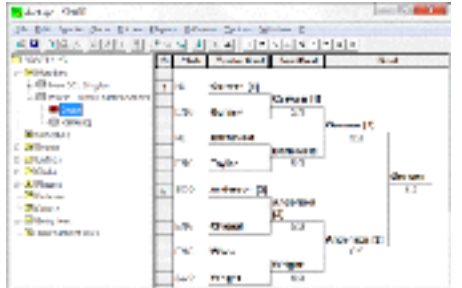
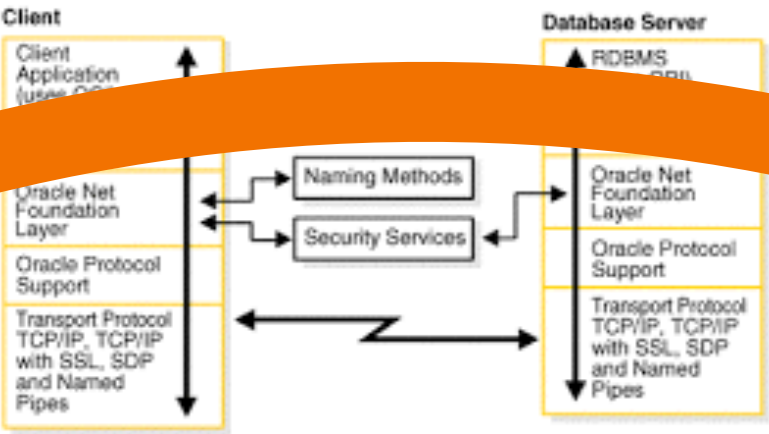
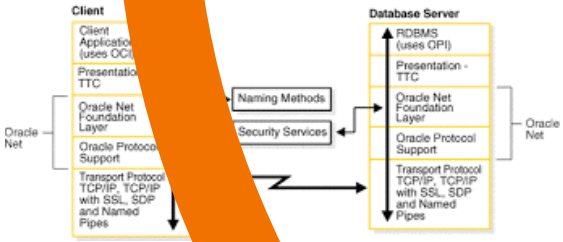




Observers



Human Players

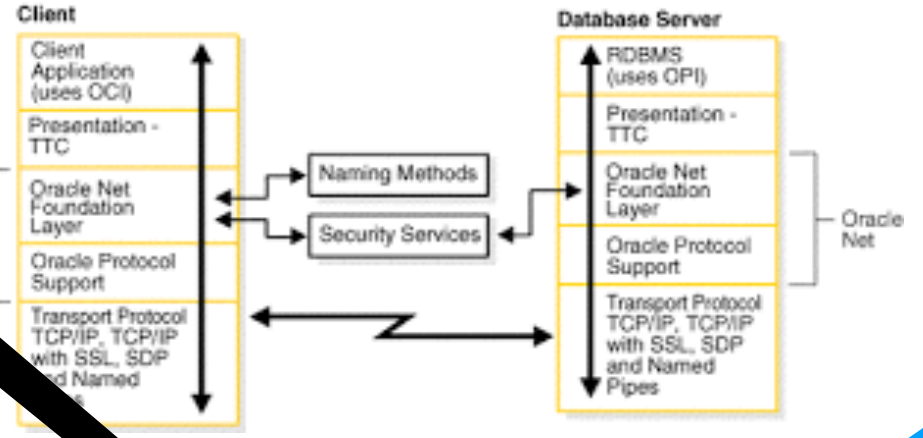


game state



Sits separately, deal with it separately?

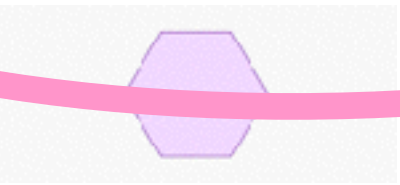
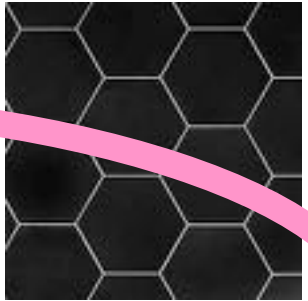
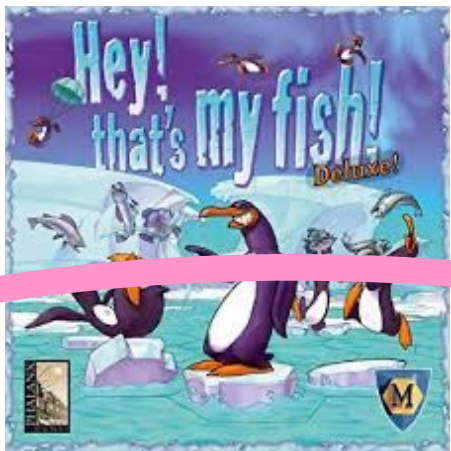
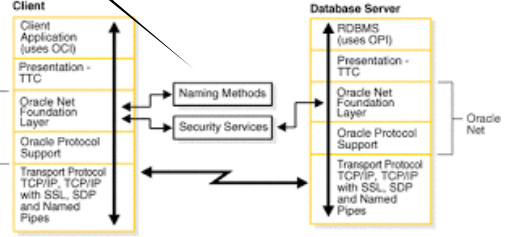
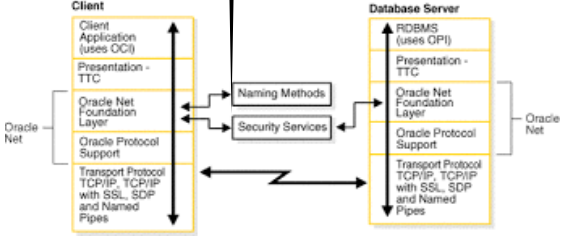
Tournaments aren't games. Separate?



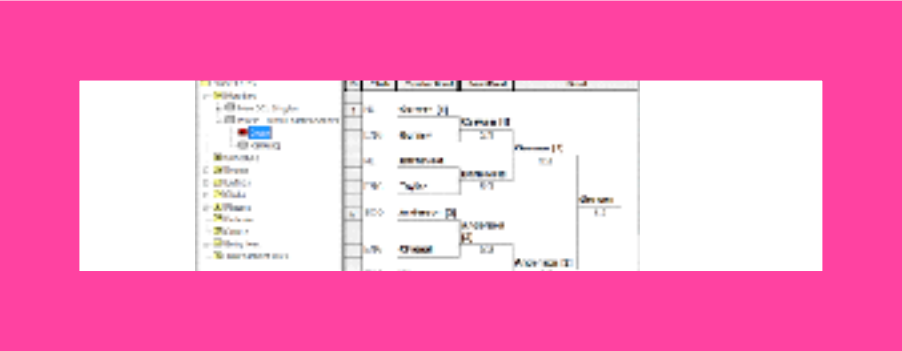
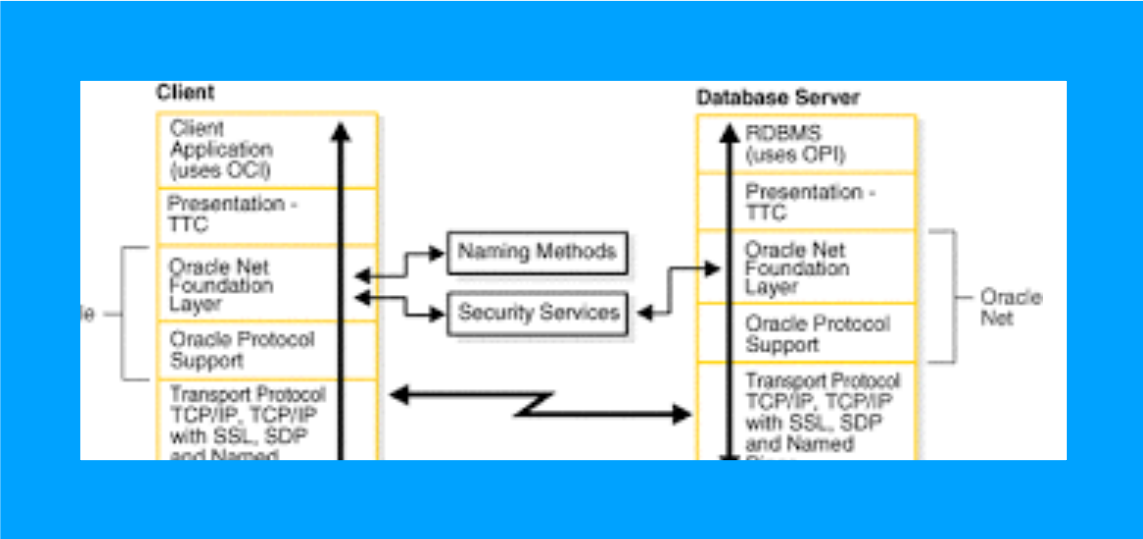
Observers



Human Players



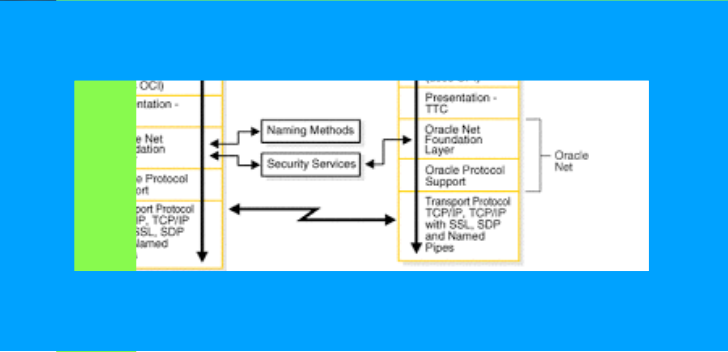
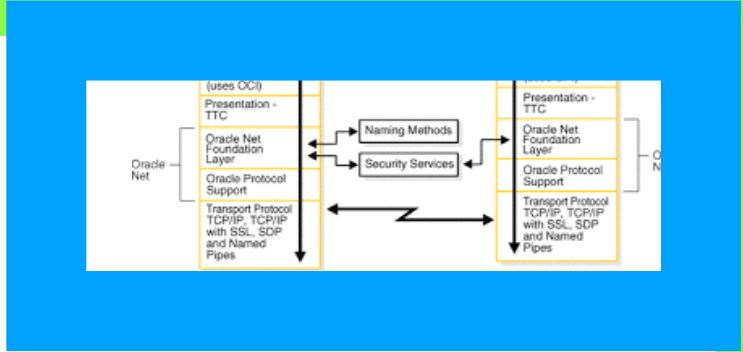
game state



Observers



Human Players



A collage of images related to the game 'Hey! that's my fish!'. It includes a box art for the game, a photo of a penguin, a photo of a goldfish, a photo of a soccer field, and a photo of a soccer ball. A pink oval highlights the text 'game state' at the bottom center.

game components:

- basic game pieces
- game state
- internalized player
- game rules
- referee
- AI player
- human player
- game observer

tournament component:

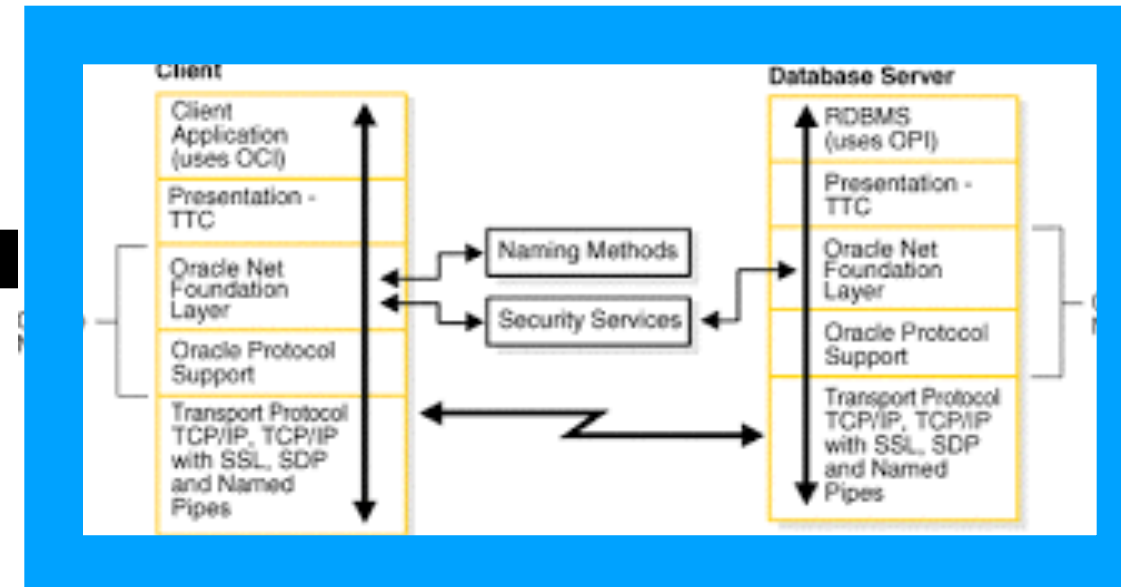
- manager
- tournament observer

communications:

- server
- client
- internalized remote player

internal clients:

- AI player
- *human player*
- *game observer*



internal server:

- referee

common ontology

- basic game pieces
- game state
- internalized player
- game rules

“Paradise”: the Milestone Analysis

Stage 1: *single computer game*

goal: demonstrate a complete, automated game

subject to: an observer must visualize the game

Stage 1b:

goal: allow investors to interact with game via HCI

subject to: sync HCI and observer interface

Stage 2: *single computer tournament*

goal: demonstrate a complete, automated tournament

subject to: a tournament observer must visualize the progress,
and must allow tracking individual players through the brackets

Stage 3: *multi-computer tournament*

goal: demonstrate a complete, automated tournament

subject to: tournament and observers must allow remote observers to follow individual games, say, involving certain players, and the entire tournament

Onward to “Hell”