All About Journey

Susan Miller
Scalable Game Design
University of Colorado
What will your story be? This story can be tailored to a number of different audiences...
Here are some ideas....
Once upon a time, in a land far away lived a traveler who wandered the world filled with obstacles looking for the lost treasure. He was told to avoid the terrible Chasers who would render him dead if they got near him. If he found the treasure, he would win.
Rules of Journey

In the not-so far future is a traveler who wanders the world to find his relatives before they are all taken over by zombies. He must avoid the existing zombies at all costs. The zombies could kill him, or worse, turn him into a zombie too!
A long time ago, in a land far away, lived a prince, longing to marry his princess. The mean king, however, told the prince that he couldn't marry the princess until he found all the gold in the country. Since the king didn't like the prince, he sent his henchmen to chase after the prince and kill him.
No matter which version of Journey you choose, you will still need agents...

What will you need?
Verbs = ACTIONS

- What will each agent do?
Let’s Jump In

- Open Agent Sheets
- Click on FILE>>NEW PROJECT
- Save your file as JOURNEY
Let’s make the basics...
A traveler, a Chaser, the ground, the walls and the goals
Create your agents

10 minutes

End

Traveler
Chaser
Ground
Walls
Goals

scalABLE
GAME DESIGN
Put your agents on your worksheet
Put your agents on your worksheet
Start with an easy view of your world
It’s time to SAVE THE WORLD!
Let’s get programming...
Making the chasers chase...

**BACON!!!!!**

- How can we find the scent in a room?
The doggy is going to sniff for the bacon...
Which way will the dog go?
The traveler is stinky...

He leaves his SCENT on the GROUND
The ground now has the travelers scent on it...

How do we use MATH to determine the strength of the scent?
Imagine you have two values for scent on the ground...

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Now imagine you have four values for scent on the ground...

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Now imagine you have four values for scent on the ground...

We can MODEL the DIFFUSION equation, by taking the AVERAGE of the four tiles.
Programming Steps:

- 1. Program the traveler to leave a scent
- 2. Program the ground to diffuse the scent
- 3. Program the chaser to ‘smell’ the scent and determine which direction it is strongest.
1. Program the traveler to leave a scent
   - Create an agent attribute
2. Program the ground to diffuse the scent
2. Program the ground to diffuse the scent

\[
(s[\text{up}]+s[\text{down}]+s[\text{left}]+s[\text{right}])/4
\]
3. Program the chaser to ‘smell’ the scent and determine which direction it is strongest.
Now, what if we want to collect more than one goal?
Class, who is still working???
Introducing the controller...

- The controller is an agent whose sole purpose is to count the goals...
How this works...

- The controllers will set the number of goals to zero
- The controller will ask (poll) the goals to see who is still on the worksheet
- The goals will ‘answer’ by ‘counting off’
- The controller will check the number of goals to see if it is equal to zero.
- When the number of goals is equal to zero, the game is over.
When the Controller asks the goals if they are still on the board, they increase the count by one for each goal.
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When the Controller asks the goals if they are still on the board, they increase the count by one for each goal.
The controllers will set the count of goals to zero, poll the goals, and then check to see if the game is over.
While running:

Put text here to explain what this method does!

If

Next to = 1

Then

Erase

On countup

Put text here to explain what this method does!

If

Then

Set @count to @count+1
Expand Journey...
Try at least one idea...

- Make the traveler face the direction he’s heading.
- Give the traveler a ‘disease’ when he touches a traveler. Make him ‘seek’ the hospital to get better.
- Challenge sheets (ice arrows)
- Convert it to a contagion simulation
  - Start easy - healthy and sick people wander randomly in the world. Healthy people get sick when they come into contact with sick people.
  - Add diffusion/hill climbing: sick people search out the hospital and get better (at some percentage)
- Idea of your choice!