You are a traveler on a journey to reach a goal. You travel on the ground amid walls, chased by one or more chasers. The chasers at first move randomly on the ground, and later, begin to chase based on your scent. When you move next to the goal, you win. If you move next to a chaser, you lose.

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Vocabulary/Definitions

Algorithm.............a set of instructions designed to perform a specific task.

Attribute ...............an assigned feature of an agent (such as scent)

Brackets ................method of setting information apart using “[“ and “]”

Broadcast .............. controllers broadcast (or send out) a signal

Chaser ...................the agent that chases the traveler

Collision ................an event wherein two agents run into each other.

Diffusion...............the process in which an attribute (in this game, scent) moves from areas of strong concentration to weak concentration

Increment...............to increase by one

Hill Climbing..........a specific form of searching/seeking technique, or algorithm, by which the seeking/searching agent uses information (agent attribute) embedded in the floor.

Local Variable.......a variable held by a specific agent

Method ..................a set of rules to follow in a specific situation

Parentheses ..........method of setting information apart using “(“ and “)”

Polling ....................the process of contacting and communicating with each agent

Propagated .............the spreading of the scent

Randomly...............to occur in non-systematic ways

Rule Order ............the order in which rules are placed for each agent

Traveler..................the main character who is searching for goals
Journey

Student Handout 1:  
Part I - Basic Game

Initial Story: You are a traveler on a journey to reach a goal. You travel on the ground amid walls along with one or more chasers. The chasers move randomly on the ground. When you move next to the goal, you win. If you move next to a chaser, you lose.

Create these Agents:

![Traveler](image1)  ![Chaser](image2)  ![Goal](image3)

Create this initial Worksheet:
Create the following BEHAVIORS for your agent:

**Step 1: Chaser:**
Program the chaser to move randomly on the floor.

**Step 2: Traveler:**
Set up your agent to move with the arrows (cursor control).
Create game ending conditions (collision).

The box below shows how to end the game if your traveler approaches the chaser. Create a similar rule if your traveler approaches the goal.

Be SURE to reset the game when it ends.

**Step 3: Walls**
Add walls to your worksheet. Then, prevent your Traveler from walking through the walls.

Work with the person next to you to figure out how to prevent the Traveler from walking into a wall. Here is one way to think about it… challenge yourselves to find a different way.
Step 4: Don’t allow the traveler to cheat!

Problem: Traveler can cheat by moving off the game ground. Talk with the person next to you about where and when this can happen on your worksheet.

Add rules that make a sound for attempted movement off the ground. Note the importance of rule order for the new rules. Here is an example to prevent the Traveler from moving right off the worksheet. What other direction limit will you need?
Student Handout 1B: Agent Creation short-cuts
So far, your Chaser just moves randomly... he doesn’t actually chase the traveler, does he? That’s about to change!

The chaser will intelligently seek the traveler agent using a computational thinking pattern called “seeking.” In this instance, we will use a specific method of seeking called hill climbing. Imagine the traveler agent emits a scent. Hill climbing is a procedure or algorithm to find the direction in which the scent is strongest.

The scent will spread out or be propagated by the ground agents using a computational thinking pattern called “diffusion.” Diffusion is a fundamental physical process by which matter moves from areas of highest concentration to areas of lowest concentrations. The closer to the source of the scent, the greater its value.

This phase of the project introduces the concept of an “agent attribute,” which is unique information that is stored within each occurrence of an agent. Computer scientists call this attribute a local variable.

**Step 1:**
First, let’s make sure our traveler gives off a scent. To do this, we need to set an attribute “s” (We have given the arbitrary name of the agent attribute “s” for scent) for the traveler.

This rule says to the Traveler, “If you aren’t doing anything else, give yourself a scent at level 1000.”
This rule should be AFTER all the other rules for the Traveler, at the end of the list.

Step 2:
Now, since the scent is diffusing, or spreading out, we need to find the average of the scent from the area around that piece of ground. Think of it as the smells are coming in from the North, South, East and West. The smell in the center, then, is the average of these four smells. How will you create that programmatically?

The ground agent will have the behavior below; the single action is to calculate and store the average of the four surrounding agents’ agent attributes. Remember, you used the arbitrary name of the agent attribute “s” (for scent).

The “set” action sets each ground agent’s attribute “s” to the average of the attributes in the agents above, below, and on each side:

\[
s = 0.25*(s[\text{up}]+s[\text{down}]+s[\text{right}]+s[\text{left}])
\]

Why do we multiply by 0.25?
When you find the average of a set of numbers, you add them up and divide by the number of numbers.

In this case, dividing by 4 is the same as multiplying by 0.25

Match both the parentheses “(” and the brackets “[” as shown in the equation.
Step 3:

For the Chaser to know which way to walk, he has to determine where the scent is the strongest. If this were real life, he would smell up, smell down, smell left and smell right. Wherever the smell was strongest, he would walk in that direction. We need to program the Chaser to do this.

We will create a METHOD for the Chaser to follow a set of rules.

Take a look at the programming below. Here’s what it says…

ONCE EVERY 0.5 seconds, follow the Navigate procedure.

IF the smell above you is greater than or equal to any of the other smells in different directions (down, left or right), THEN move up.
Now, add the rest of the rules so that the Chaser knows what to do if the smell down (s{down}) is greater…What if the smell to the left is greater? What about the smell to the right?

Run your game to see if the Chaser chases the Traveler! If it isn’t working, it’s time to do some troubleshooting.

Check the following:

- Location of the rules
- Use of Method
- Use of parentheses and brackets
Student Handout:

Troubleshooting Guide for Journey Part II

Diffusion and Hill Climbing

Step 1:

To determine what is happening in your game, it is sometimes helpful to look at the agent attributes. On your worksheet, click run and then click stop. Do not reset at this point. Your traveler now has a scent. You can see his diffused scent (the value of s) by clicking anywhere on the ground and then on Tools>>Agent Attributes

A box will appear that lists the attribute value for that agent. You can see it in the box below. In this box is the value of the scent to the left of this Chaser. By checking the attributes of the four boxes around the Chaser (up, down, left and right) and then running the game again, you can see if your Chaser is doing what you expected him to do. If he isn’t, go back and check your rules and methods. Some things to consider:

- Spelling
- Parentheses/Brackets
- Rule Order
Part 3: Making the game harder – Polling and Broadcast

In this enhancement to the Journey project, the Traveler must “collect” – that is get next to – multiple goals in order to win. The game does not end until all of the goals are reached.

To accomplish this, we introduce the concept of a SIMULATION PROPERTIES, which are bits of information that are shared among all agents in a project.

We create a new agent, the “Controller” to manage the process of polling the goals to determine when they are all “collected”; that is, when there are none left on the worksheet. Finally, we must change the behavior of the traveler agent so that it no longer declares the game is over when it gets next to a goal.

**Step 1:** Remove the rule from the Traveler that the game is over when next to the goal.

Highlight the rule by clicking on the bar between the condition and action. Then press the delete button on your keyboard.

**Step 2:** Create a Controller agent

Create a Controller agent. **Set the agent on your worksheet.** The agent does not have to be in the active part of the worksheet – he can be on the white space if you’d like.
Step 3: Counting up the goals to see if you won

Imagine this conversation…

The teacher has given an assignment to the class and wants to know if everyone is finished. She says to the class, “Put your hand up if you are still working.” Hands go up. She counts them – there are five students still working. “Okay, put your hands down and keep working.”

A few minutes later, she does it again. She says to the class, “Put your hand up if you are still working.” Hands go up. She counts them – there are two students still working. “Okay, put your hands down and keep working.”

A few minutes later, she does it again. She says to the class, “Put your hand up if you are still working.” This time, no hands go up. “Everyone is done, put your books away”

That’s what this programming will look like. The Controller will say, “Goal count starts at zero” (like the classroom, no hands are up when the teacher asks who is still working). When the goals ‘hear’ the Controller ask (broadcast) the question, the goals respond back (raise their hands). The controller counts the goals. If the answer is more than zero, nothing happens and the game continues. If the answer is zero (meaning that there are no remaining goals on the board), the game ends.

First, we need to create a simulation property called ‘goals’. This property is the count of the hands. To do this, go to Tools>>Simulation Properties>>New. Type in goals and click Save.

To refer to this property, we use the symbol @. (This is similar to how we use the hashtag to tag posts, like #simulation.) Therefore, when we refer to the goals, we type @goals.
There are three parts to the Controller behavior.

Part 1: Set the number of goals to zero. (this is like the teacher saying “hands down”)

Part 2: Ask the goals (broadcast/polling) if they are still on the board

Part 3: Use the count of the goals to see if the game is done.

Your behavior for the Controller should look like this:

How do Simulation Properties Work?

In the “While Running” method, the control first sets the simulation property “@goals” to zero. Then it broadcasts a signal to all goals. This broadcast is called polling. Finally, the controller calls upon the “check_won” method to determine whether the game is won. This is true only if there are no goals remaining, which is determined by the @goals simulation property being zero. If any goals are left, we will see that this simulation property will be greater than zero.
Goal behavior changes: There are two behavior changes required for the goal agent.

- The first step is to have the goal be collected by the traveler. We can simulate this by erasing the goal when the Traveler gets next to it.

- The second behavior change for the goal agent is to respond to the “poll” (broadcast) called `check_in` from the Controller, to update the `@goals` simulation property.

  This second change is in the form of a separate method; it is not part of the continually running “While Running” method, since it only runs when called by the controller agent.

During `check_in`, each remaining goal agent will increase (or increment) the `@goals` simulation property. If no goal agents remain, then the `@goals` property will be zero, which the controller agent will detect and declare the game won.

Before you test this, check your worksheet: We have placed one Controller on the bottom left of the worksheet. Note that the Controller agent does not need to be in the active area of the worksheet, since it does not interact directly with any agents.

In addition, we have placed several additional goals on the worksheet, so that the traveler must “collect” – that is, get next to -- each of them in order to win the game.

You can also add more Chasers to make the game more difficult!
More detailed troubleshooting:

To determine what is happening in your game, it is sometimes helpful to look at what the simulation property is doing. To do this, have your worksheet open as well as the simulation property box (Tools>>Simulation Property). Click on the property, and then click on Plot. It will look like this:

![Simulation Property Graph](image)

Click Plot Property ‘goals’. Change the plot to graph between 0 and the total number of goals on your worksheet.

This will provide a graph that shows you what’s happening ‘behind the scenes’ while you play the game. This information will help you determine where a mistake may be. For example, if the goals never goes above 0, there is a problem with the method ‘check_in’ or the broadcast. If the goals goes to zero but the game doesn’t end, there is a problem with the game ending commands with the controller.
A) The main computational thinking patterns we reviewed were:
   1) **Cursor Control**: intentionally moving an agent.
      a. Using keyboard keys to move an agent.
      b. Example is moving the Traveler.
   2) **Absorb**: deleting agents on the screen.
      a. Use the “Erase” action in AgentSheets.
      b. Examples are erasing the goals.
   3) **Collision**: when 2 agents collide (run into each other).
      a. Use the “See” condition
      b. Use the “Stacked” condition, OR
      c. Use the “Next to” condition.
      d. Examples are the collecting goals and winning the game.

B) The main NEW computational thinking patterns we learned were:
   1) **Diffusion**: emitting the scent (smell) of an agent. We use an agent attribute (like \( s = 1000 \)) on the agent with the smell, and we diffuse the smell by diffusing the attribute using the average of the 4 smells around it; like the smell on the city background

   \[
   s = (s[left]+s[right]+s[up]+s[down])/4.
   \]

   2) **Hill Climbing**: following the highest scent. It only works if there is diffusion done with it, so they go hand in hand. Example is the method we created on the chaser to follow the highest value of the scent “\( s \)” around him.

   3) **Broadcasting**: is when we “shout out” to all agents of a certain type requesting them to execute a specific method.
      a. Use the “broadcast” action in AgentSheets.
      b. Example is the broadcast to the Controller - the method check_in” to check in with the goals to see if they are still there.

C) Other concepts we covered in AgentSheets are:
   1) Troubleshooting the simulation, and considering rule order.
   2) Using sounds and messages in the game.
   3) Timing our actions using the “Once every” condition.
Student Handout 4A:

Ice Arrows 1.0 Challenge

Before your start this challenge:

You must have a complete basic journey game with a Traveler who wins if s/he reaches the treasure and Chasers who either move randomly or chase the Traveler. The Traveler loses if a Chaser gets too close. The worksheet should have walls that the Traveler and Chasers can not cross.

Description of the Challenge:

- Your Traveler shoots ice arrows up towards the top of the world when the space bar is typed.
- A Chaser hit by a moving ice arrow freezes and cannot move.
- A frozen Chaser hit by a moving ice arrow unfreezes and can move again.
- Ice arrows should not go through walls or stack up in piles.

Gamelet Design Activity:

In the description above, circle nouns to identify the agents and underline the verbs to identify actions associated with each agent. Mark adjectives to identify new shapes for an agent.

Create new agent: ice arrow
- Draw an upward facing ice arrow

Create new depiction (image): frozen Chaser
- Select your chaser agent
- Click on the New Depiction button at the bottom of the gallery window
- Create the frozen Chaser
- The Chaser’s depiction stores its state: frozen or unfrozen.

Create New Rules:

Traveler

- Add a rule so that an ice arrow is generated (fired upwards) when the space bar is hit.
- Where should this rule appear?
  - Above or below the win rule?
  - Above or below the move rules?

Remember that special cases appear above default behavior!
Journey (Continued)

Ice Arrow
- Add a rule that makes the ice arrow move up.
- Add a rule so that your ice arrows are ABSORBED BY (do not go through) the walls.
- Add rules so that the ice arrow “hits” the Chaser right above it using the Make action: This action should be read as “make the agent above me check the rules in its “hit” method”. The ice arrow must “hit” both frozen and unfrozen chasers!
  - In what order should these rules appear in the ice arrow while running method?
  - Order your rules with special cases at the top and default behavior at the bottom

Chaser
- Use the New Method button at the bottom of the Chaser behavior window to add a method named “hit”. The method name must exactly match the name in the ice arrow Make action!
- Add a rule to the hit method that freezes an unfrozen Chaser.
- Add a rule to the hit method that unfreezes a frozen Chaser.

Does the rule order matter?

Test your new feature
- If the agents’ behavior does not match the changes you have made, click on each agent’s apply button.
- If your Chaser does not stay frozen, add an action to the ice arrow rule so that the ice arrow is erased as soon as it hits the Chaser. Otherwise, the arrow will freeze and then unfreeze the Chaser. Use the Erase action, , which should be read as “Erase me”.
- Do frozen Chasers move? Add a condition to the Chaser rule move rule so that only unfrozen Chasers can move.
- Does the Traveler die and end the game when s/he is next to a frozen Chaser? Check whether the Traveler is next to 1 or more unfrozen Chasers.
- Does the ice arrow freeze or unfreeze a chaser on the other side of a wall? Reorder your rules so that the rule that erases an arrow over a wall comes first and has priority over hitting a Chaser right above it in the square next to the wall. Then the ice arrow will be erased before it can do anything to a Chaser.
- If your ice arrow does not move across the worksheet, check whether your game is running so fast that the arrow movement is not visible and consider adding a timer condition to the if side of your ice arrow move rule so that the ice arrow moves slowly enough to be visible.
- Do your arrows stack up on the edge of the worksheet? Add walls along the edge of the worksheet to absorb arrows.
Student Handout 4C:

Ice Arrows 2.0 Challenge

Before you start this challenge:

Ice Arrows 1.0 must be completed and tested! The Traveler should shoot ice arrows upwards that freeze unfrozen Chasers and unfreeze frozen Chasers.

Design Challenge: The Traveler turns to face whichever direction s/he is moving: up, down, left or right. Make the Traveler fire ice arrows at the Chasers in whichever direction the Traveler is facing. Ice arrows will move in the direction that they are fired: up, down, left or right.

Gamelet Design Activity: read the challenge and identify the new depictions that must be added to each agent.

Create New Depictions

Ice Arrow: Add new depictions so that the ice arrow moves point-first in all 4 directions

- Select the ice arrow agent and click on the New Depiction button at the bottom of the gallery window and draw a new depiction. Or go to the Gallery menu (to the right of the word AgentSheets) and find the Duplicate Depiction option. Pick the 3 different rotations of your upwards-facing ice arrow off the list of choices.
- Make sure to make them large enough and different enough that you can identify them from a small picture.
- Make an up-facing arrow, a down-facing arrow, a left-facing arrow and a right-facing arrow.
- The ice arrow’s depiction stores the ice arrow’s state: which direction it moves.

Traveler: Add new depictions to the Traveler so s/he faces in the direction s/he is moving:

- The direction that the Traveler faces determines which ice arrow will be generated.
- The Traveler’s depiction stores the Traveler’s state: which way s/he is facing.
- Go to the Gallery menu (to the right of the word AgentSheets) and find the Duplicate Depiction option. Find the 3 different rotations of your Traveler on the list of choices. You should have an up-facing Traveler, a down-facing Traveler, a left-facing Traveler and a right-facing Traveler when you are done.

Create New Rules for the Traveler:

Edit the Traveler’s rules so the depiction changes each time the Traveler moves a different direction:

- Add an action to each of the Traveler’s move rules so that the Traveler’s depiction changes to match the direction of movement. For example, typing the left arrow key changes the Traveler’s depiction to a left-facing depiction and the Traveler moves one square left.
Journey (Continued)

Change the Traveler’s rule to fire the ice arrow:

- Use a method to decide which direction the arrow should be fired because now there are 4 possibilities to choose from.
- Remove the action from the rule with the key = spacebar condition and replace it with [Image] which should be read as “make me do the method named FireArrow”. The dot means “me”.

Create the FireArrow method in the Traveler’s rule window and add 4 rules to it:

- Click on the New Method button at the bottom of the Traveler’s rule window.
- Edit the method name so it exactly matches the name in the Make action!
- Make the first rule by adding a condition that checks which way the Traveler is facing and then adding an action to generate a new ice arrow facing the same way.
- You may either generate the new ice arrow right on top of the Traveler by using the dot or make it appear next to the Traveler by editing the dot to be an arrow facing the same way as the Traveler.
- Duplicate this rule 3 times and edit the duplicated rules so that they generate new ice arrows in the other 3 directions.

Create New Rules for the Ice Arrow:

Change the Ice Arrow’s movement rule so that it calls a method with rules that check which way the arrow should move:

- Change the original up-arrow move rule in the ice arrow while-running method by removing the move action and adding this action: [Image] which means “make me do the method named Fly”.
- Add a timer condition to the if side of this rule to control how rapidly the arrow moves. Make it move slowly enough to be visible!

Create the fly method and add 4 rules to it so that the ice arrow continues to move in the direction its point faces:

- Click on the New Method button at the bottom of the Ice Arrow’s rule window.
- Edit the method name so it exactly matches the name in the Make action.
- Create the first move rule by adding a condition that checks what the ice arrow looks like and adding an action that makes it move in the matching direction. For example, the up-arrow should move up.
- Duplicate the first rule 3 times and edit each of these rules so that the ice arrow can move in the other 3 directions.

Edit the ice arrow rules so that each Ice Arrow depiction can freeze or unfreeze a Chaser:

- Change the hit rules in the while running method so that you have two rules which detect when an ice arrow is near an unfrozen Chaser and when it is near a frozen Chaser. In each rule, use the Make action to make the ice arrow do a new method, HitChaser. This does not replace the Hit Method.
Journey (Continued)

- The HitChaser method rules will decide which way the ice arrow is facing and where the Chaser is relative to the ice arrow. Once the HitChaser rule has checked the ice arrow depiction, it can send a Hit message to the Chaser in front of the ice arrow point so that it either freezes or unfreezes, depending on its state.
- For example, if the ice arrow is a downwards-facing ice arrow, it will send a Hit message to the Chaser below it.
- Make 3 more rules in the HitChaser method to detect the other 3 ice arrow depictions and send messages to Chasers above, left or right of the ice arrow.
- Why did we create the HitChaser method? The logic of what happens when an ice arrow is next to a Chaser is the same whether the Chaser is frozen or unfrozen so we can create a single set of rules in HitChaser that will cover all 4 ice arrow depiction possibilities. The 2 rules in the main ice arrow while-running method make sure that both frozen and unfrozen Chasers can be hit by ice arrows.

Testing

- If the agents’ behavior does not match the changes you have made, click on each agent’s apply button.
- Test that your Traveler can fire arrows in all 4 directions.
- Do ice arrows build up on the edges of your worksheet? Rearrange your walls to absorb them.
- If you have an arrow that does not move, check that the depiction in the New action in the Traveler’s rules matches the depiction in the Move action in the ice arrow’s rules.
- If you get error messages from other agents on the worksheet saying that they do not know how to respond to a “Hit” message, you must change the HitChaser rules to test that the ice arrow is about to hit a Chaser and not some other agent. Add a condition that checks for the Chaser agent by name rather than image to each HitChaser rule. Here is the condition that must be added to the upwards-facing ice arrow rule:
- If your Chaser is not frozen by a direct hit, the problem may be that the ice arrow is next to the Chaser and unfreezes it immediately after freezing it. How can you guarantee that an ice arrow will not cause the Chaser to change rapidly back to unfrozen? Add an “Erase me” action, , to each of the HitChaser rules so that the ice arrow sends a Hit message to the Chaser and instantly disappears.
- Now test that your Traveler can shoot in all 4 directions and can freeze and unfreeze a Chaser with all 4 ice arrows. You may need to move the Traveler and the Chaser into position in order to test each direction.