You are a traveler on a journey to find a treasure. 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 by following your scent. When you collect the treasure, you win. If a chaser catches you, you lose.

Created by: Cathy Brand, University of Colorado, School of Education

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Student Handout 1:

Part I - Basic Game

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

Create these Agents:
Choose the Inflatable Icon – People category and pick 2 images for your agents:

Traveler

Chaser

Choose a Tile to be the ground. Pick a color that contrasts with your traveler and chaser.

Choose a Cube for making walls. Pick a color that contrasts with the ground.

Choose an image for your Treasure agent from the Inflatable icon – miscellaneous category.

Create your Level 1 World:
Create the following BEHAVIORS for your agents:

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

![Behavior: Chaser]

**Step 2: Traveler:**
Set up your agent to move with the arrows (cursor control).
Create game ending conditions (collision). Make sure that the game ends if the Traveler is caught by 1 or more Chasers. Create a similar rule if your traveler approaches the treasure. What happens if the win rule is below the move rules? Does your Traveler always win? Why not?

![Behavior: Traveler]

Be SURE to reload the World when the game 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!
So far, your Chaser just moves randomly…he doesn’t actually chase the traveler, does he? That’s about to change!

We will make the Chaser pursue the Traveler agent using a search algorithm called “hill climbing.” An algorithm is a set of rules followed by an agent to achieve a goal. Imagine the traveler agent emits a scent. Using the hill climbing search algorithm, the Chaser finds the direction in which the scent is strongest and moves that direction, following the Traveler.

The scent will spread out or be propagated by the ground agents using a computational thinking pattern called “diffusion” which copies the physical process of diffusion by which molecules move from areas of highest concentration to areas of lowest concentration. In this game, the values spread out from the Traveler to all the ground agents in the World. The values are highest in the ground agents close to the Traveler and smallest in the ground agents far away from the Traveler.

We will introduce the concept of an “agent attribute,” which is a piece of information that is stored within each occurrence of an agent. Computer scientists call this attribute a local variable because each agent has its own copy of it and each copy has its own value.

First, let’s make sure our traveler gives off a scent. To do this, we need to set the value of an attribute named “S” which stands for Scent. The S attribute is associated with the Traveler and is set in the Traveler’s last (lowest) rule in the while running method box.

This rule says to the Traveler, “Always give yourself a scent at level 1000.” In other words, if no rule above it has a true condition, this rule’s condition will evaluate to true and the Traveler’s local variable S (Scent) will be set to 1000.

This rule should be AFTER all the other rules for the Traveler, at the end of the list so that the Traveler wins, loses or moves before setting S to 1000 because those actions are more important to the game.
Step 2:
Now, since the scent is diffusing, or spreading out from the Traveler, we need to find the value of the scent in each ground agent. Imagine that the smells are coming in from the North, South, East and West of each ground agent. The value of the smell in any ground agent, then, is the average of the smells in the four surrounding agents. How will you program that?

The ground agent will have the behavior below; the single action is to calculate and store the average of the values of the four surrounding agents’ S 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 values of the attributes in the agents above, below, and on each side:

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

Step 3:
For the Chaser to know which way to walk, it has to determine where the scent is the strongest. If this were real life, it would smell up, smell down, smell left and smell right. Wherever the smell was strongest, it would walk in that direction. We need to program the Chaser to do this.

We will create a METHOD that enables the Chaser to do a hill climbing search so that it moves in whichever direction the scent is strongest.
Take a look at the programming below. Here’s what it says…

The rule in the while running method says:

**ONCE EVERY 0.5 seconds, send me a message to do my Hill Climb method.**

The first rule in the Hill Climb method says:
**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?

Add this 5\(^{th}\) rule at the **bottom** of the **hill climbing method box**:

With this rule added, the Chaser will always make a random move if the S values in all 4 directions are the same. For example, the S values may all be equal to 0 if the Traveler’s S value has not diffused all the way across the world yet.

**Note: this rule must be the last rule in the Chaser’s hill climbing method!**
Troubleshooting Guide for Journey Part II

Diffusion and Hill Climbing

To determine what is happening in your game, it is sometimes helpful to look at the agent attributes. Reset your game, then click run followed by a click on stop. Do not reset at this point. Since your game has run briefly, your Traveler now has a scent. You can see his diffused scent (the value of s) by clicking on the ground agents with the big arrow tool and then going to the AgentCubes Window menu and selecting the Show Agent Attributes option. The attributes window will appear with the value of S for the agent that you clicked on.

Try checking the attributes of the four ground agents around the Chaser (up, down, left and right) and then single stepping the game using the black triangle next to the stop button. Does your Chaser moves in the direction you expected him to go?

If your game isn’t working, it’s time to do some troubleshooting. Check the following:

- The Traveler’s “set S to 1000” rule must be the last rule in the while running method.
- In the Chaser’s rules, the method name must be the same in the message action and the black and yellow striped method name tag on the hill climbing method!
- Use of parentheses “(“ and brackets “[“ in the Ground agent rule must be correct. Look at the picture of the Ground agent’s equation 2 pages ago and compare it to the equation in your ground agent.
- Check your hill climbing rules again and make sure that the arrows in the actions point the correct direction and that the conditions for each rule are correct.
We will add another challenge to our Journey Game. Now the Traveler must “collect” – that is move on top of – multiple treasures in order to win. The game does not end until all of the treasures are collected.

To accomplish this, we introduce the concept of SIMULATION PROPERTIES, which are named values that can be used and checked by all agents in a project.

We will create a new agent, the “Controller” to manage the process of polling the treasure agents to determine when they are all “collected”; that is, when there are none left on the worksheet. To begin, we must change the behavior of the traveler agent so that it no longer declares the game is over when it moves on top of the treasure.

**Step 1:** Remove the win rule from the Traveler that makes the game end when she moves above the treasure.

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, using a colorful tile or any predefined shape or drawing your own. Use the pencil tool to place one Controller on your World.

Step 3: Counting up the treasures 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 process is similar to the way polling will work in your program.

Once per second, the Controller will say, “Treasure agent count starts at zero” (like the classroom, no hands are up when the teacher asks who is still working).

When the treasure agents ‘hear’ the Controller ask (broadcast) the question, the treasure agents respond back (raise their hands).

The controller checks the treasure agent count. If this count is more than zero, nothing happens and the game continues. If the answer is zero (meaning that there are no remaining treasures on the board), the game ends.

How does Polling work?
In its “While Running” method, the Controller agent first sets the simulation property “@Treasures” to zero.

Then it broadcasts a signal “Count” to all treasure agents. Each treasure agent responds by adding one to the @Treasures simulation property.

Finally, the Controller calls upon the “Check Win” method. The player wins if no treasure agents are left in the world, which is determined by the @Treasures simulation property being zero.

Definition: Computer scientists call the process of making a decision by sending a message to multiple recipients and checking responses polling.
Create the rule in the while running method of the Controller:

Pick a time interval for the *once every* condition
Add these three actions to the same rule:

1. Set the value of the simulation property Treasures to zero. (this is like the teacher saying “hands down”). **Note you must write @Treasures in the set action!**
2. Use broadcast to ask all the treasure agents to evaluate the rules in their Count methods if they are still on the World.
3. Send me (the Controller) a message to evaluate the rules in my Check Win method to see if the Traveler has collected all the treasures and won the game.

The single rule in the Controller’s *while running* method should look like this:

![Rule screenshot](image)

Click on the +Method button below the Controller’s rules. This method box will appear in the Controller:

![Method screenshot](image)

Click on the word “Untitled” in the upper left corner and choose the same name that you entered the message action from the rule in the Controller’s *while running* method.

![Method screenshot](image)

Make the rule for the Check Win method:

1. Drag in the *test* action and use it to check whether the value of the simulation property Treasures equals zero because all the treasure agents have been collected by the Traveler. **Note you must write @Treasures in the test action!**
2. If the treasure agents are all gone, do the win actions. Remember to *stop* the simulation or *reload* the World to end the game!
Treasure behavior changes: There are two behavior changes required for the treasure agent.

- The first step is to have the treasure be collected by the traveler. We can simulate this by erasing the treasure agent when the Traveler moves on top of it.

- The second behavior change for the treasure agent is to respond to the Controller’s broadcast by evaluating the rule in its Count method, which updates the Treasures 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 Count, each remaining treasure agent will increase (or increment) the value of the Treasures simulation property. If no treasure agents remain in the World, then the value of the Treasures property will be zero, which the controller agent will detect and declare the game won.

Here is the behavior for the Treasure Agent:

The rule in the while running method erases the Treasure agent when a Traveler is on top of it.

The action in the Count method adds one to the value of the Treasures simulation property. Note you must write @Treasures in the set action!

Before you test this, check your world. In the picture above, we have placed one Controller tile in the right corner of the World.

In addition, we have placed several additional treasures on the worksheet, so that the traveler must “collect” – that is, move on top of each of them in order to win the game.
Adding Levels to Your Game:
Now that you have made your project more like a real game with Chasers that really chase the Traveler and multiple treasures that must be collected to win, it is fun to make several Worlds so that your player can try to win multiple levels.

How can you make one World more challenging than another?
1. Think about the arrangement of the Walls. Is it easier or harder for the Traveler to escape the Chasers in a more open maze with fewer walls?
2. Think about the number of Treasures. Is it easier or harder for the Traveler to win when s/he must collect a larger number of Treasures?
3. Think about the number of Chasers. What number of Chasers would make it harder but not absolutely impossible for your Traveler to win?

How do you make your Traveler move automatically from one level to another?
- AgentCubes has a condition that checks which World the agent is in right now and an action that lets the agent switch Worlds. The example Worlds were named “Level 1” and “Level 2” when they were created.

Where would you put rules that use these actions?
- Think about when the player should switch levels: not in the middle of exploring a World but after winning a particular level.

Go to the Controller and replace the single win rule in Check Win with these 2 rules (or more if you have more than two Worlds):

Test your Worlds on your friends! How many Levels can they win?
Student Handout:
Troubleshooting Guide for Journey Part III
Polling and Broadcast

Make a quick check on how many Treasures are in the World:
Go to the AgentCubes Windows menu and select “Show simulation Properties”. This window will appear:

![Simulation Properties Window]

The correct number of Treasures will not appear in this window until you have single-stepped (click on the black triangle next to the stop and go buttons) or briefly run the game. If your programming is correct, the value of Treasures will decrease by 1 each time your Traveler collects (erases) a Treasure. Stop the game and click on the word “Treasures” to check the current value of the Treasures simulation property. When the value of Treasures is equal to 0, you should win the game.

More detailed troubleshooting: To determine what is happening in your game, it is helpful to look at how the simulation property changes over time. Add the plot to window action to the rule in the Controller’s while running method. Fill it out as it appears below:

![Controller Rule with Plot to Window Action]

In the plot to window action, you must name the simulation property to be plotted (Treasures), name the window where it will appear (Treasure Plot), say what it represents (number of Treasure Agents) and pick the color of the line that will appear on the graph. Note that you must put “@” before the Treasures in the plot to window action!
Look under the AgentCubes Windows menu and select the Treasure Plot window. Move the Treasure Plot window somewhere where you can watch it while you run the game. In this window, you will see 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 number of treasures never goes above 0, there is a problem with the method Count or the broadcast. If the number of treasures goes to zero but the game doesn’t end, there is a problem with the game ending rule in the Controller.
Student Handout 4:

Ice Arrows 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 chase the Traveler using a hill climbing search. 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 must shoot ice arrows up in all four directions (up, down, left and right).
- 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

- Make it be an inflatable icon so you can draw your own picture.
- The picture for the ice arrow agent may face in any of the four directions.
- The point of the arrow should be a different color from the tail so that you can easily recognize which arrow you are seeing in the tiny pictures in the conditions.
- After you have drawn the first arrow shape, select the ice arrow agent and click on the +Shape button at the lower left corner of the AgentCubes window so you can draw an additional shape for the basic ice arrow.
- Draw 4 ice arrow shapes that so that the shapes face upwards, downwards, left and right.
- The ice arrow’s shape stores its Direction. We can tell which way an ice arrow should move by checking its shape. The image saves the direction instead of an agent attribute.

Create a second shape for the Chaser: a frozen Chaser

- Select your chaser agent and click on the +Shape to create the frozen Chaser
- Make sure the frozen Chaser looks different enough that you can see it in the tiny pictures in the conditions.
- The Chaser’s picture stores its state: frozen or unfrozen.
Traveler Design Challenges

How do you know which ice arrow the Traveler should shoot?
The Traveler should shoot an ice arrow in the direction that s/he is facing.

How do you know which way the Traveler is facing?
The Traveler must have an Agent Attribute (or local variable) called Direction which keeps track of which way the Traveler is facing. Initialize the Direction Agent Attribute in a when-creating-new-agent method. When an arrow key is typed, set the Direction attribute and rotate the Traveler to face in that direction of the arrow key before the Traveler moves.

How can you avoid putting 4 rules for the 4 different ice arrows in the Traveler’s while running method?
When the space bar is typed, make the Traveler send itself a message to do a method called Shoot Arrow that will shoot an arrow in the direction the Traveler is facing.

How are Directions named in AgentCubes?
Directions must be named using degrees on a circle as in the picture below.

<table>
<thead>
<tr>
<th>0°</th>
<th>90°</th>
<th>180°</th>
<th>270°</th>
</tr>
</thead>
<tbody>
<tr>
<td>Up arrow key = move in 0 degrees direction</td>
<td>Left arrow key = move in 90 degrees direction</td>
<td>Down arrow key = move in 180 degrees direction</td>
<td>Right arrow key = move in 270 degrees direction</td>
</tr>
</tbody>
</table>

Traveler Rules

How to Create and Initialize the Traveler’s Direction variable
1. Click on the +Method button
2. Click on the word on in the method’s black and yellow tag and change it to “when-creating-new-method”
3. Drag in the set action and make a new variable name, Direction.
4. Set Direction to 0.
5. Drag in the rotate to action and set all 3 numbers to 0.
6. Erase the Traveler and redraw the Traveler on the World, then save it. The Traveler’s when-creating-new-agent method should look like this:

![Image](image.png)

**Test the value of the Traveler’s Direction attribute**
1. Choose **Show Agent Attributes** from the AgentCubes Window Menu
2. Click on the Traveler with the big Arrow tool.
3. You should see this:

![Image](image.png)

**Update the Traveler’s move rules**
Add the **set** and **rotate to** actions to the Traveler’s move rules so that the Traveler’s Direction attribute changes as the player types the different arrow keys.
Here is a the move right rule. **Edit the other 3 move rules.**

![Image](image.png)

Note: the number for the direction goes in the first box of the rotate to action!

**Test the Traveler’s move rules to make sure the value of the Direction attribute matches the Traveler’s movements**
1. Choose **Show Agent Attributes** from the AgentCubes Window Menu
2. Click on the Traveler with the big Arrow tool.
3. Type the right arrow key. Does Direction change to 270 when the Traveler moves right? Does the Traveler rotate to face right?
4. Check the other arrow keys. Remember move up is 0, move left is 90 and move down is 180.

Making the Traveler Shoot Arrows

Here is the rule from the Traveler’s while running method that generates ice arrows:

![Rule](image)

Where should this rule appear in the while running method box?
- Above or below the win rule?
- Above or below the move rules?

*Remember: special cases and less common events appear above default behavior like moving!*

Here is the first rule in the Traveler’s Shoot Arrow method:

![Rule](image)

**Direction** refers to the Traveler’s agent attribute Direction, which keeps track of which way the Traveler is facing. Remember 0 is up, 90 is left, 180 is down and 270 is right.

Make 3 more rules like this one for the remaining 3 directions.

**Test your code:**
- Does your Traveler generate ice arrows in all 4 directions?
  If not, make sure that your ice arrow pictures and the arrows in the new actions match the directions.

**Ice Arrow Rules**

**Ice Arrow Design Challenges**

How do you know which direction the ice arrow should move?
Ice Arrows should move whichever direction they are pointing.

How can you avoid putting 4 rules for the 4 different ice arrows in the Ice Arrow’s while running method?
Make the Ice Arrow send itself a message to do a method called Fly that will make an ice arrow move in the direction it points.
Here is the rule that belongs in the Ice Arrow’s while running method:

![Image of while running rule](image)

Here is one of the 4 rules from the Ice Arrow’s Fly method:

![Image of on Fly rule](image)

Add 3 more rules for the other 3 directions to the Fly method.

**Test your code:**
- Do your ice arrows move in all 4 directions?
  - If not, make sure that your ice arrow picture and the move arrow match in each rule.

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**How do you make the point of the ice arrow hit the Chaser?**

Only the point of the arrow can freeze or unfreeze the Chaser. It does not look convincing if the Chaser is hit by the side of an arrow. We need another method called HitChaser to see whether the arrow point will actually hit the Chaser.

**What rules call HitChaser?**

Use the `next to` condition to test whether the arrow is near a **frozen** or **unfrozen** Chaser, then use the HitChaser method to find out whether the Chaser is in front of the arrow point.

Here is the rule that calls HitChaser when the ice arrow is next to an **unfrozen** Chaser:

![Image of while running rule](image)

Does this rule belong above or below the rule that makes the ice arrow do it’s Fly method?

It’s a special case and special cases should always be higher than other rules!

**Make a second rule that will call HitChaser when the ice arrow is next to a frozen Chaser.**
Here is a rule from the HitChaser method:

![HitChaser rule](image)

Make 3 more rules like this for the other 3 ice arrow shapes. Then make the same 4 rules for the Frozen Chaser, so that it unfreezes if hit by an arrow.

**Chaser Rules**

**How does the Chaser Freeze and Unfreeze?**

The Hit method freezes an unfrozen Chaser and unfreezes a frozen Chaser.

Here is the rule from the Chaser’s Hit method that **freezes** a Chaser:

![Chaser freeze rule](image)

**Note:** The blue Chaser is frozen.

**Make a second rule that will unfreeze a frozen Chaser.**
Test your code:

- What happens when the Traveler shoots an ice arrow at the Chaser? You may need to temporarily delete the action in the Chaser’s rules that makes it hill climb in search of the Traveler. It is much easier to test your ice arrows if the Chaser holds still!
- Does the ice arrow sit in front of the Traveler while the Traveler blinks back and forth between frozen and unfrozen shapes?
- The problem here is that the ice arrow keeps sending Hit messages to the Chaser so that the Chaser freezes and unfreezes over and over.
- How do you make the ice arrow stop sending messages to the Chaser?
- Erase it!
- Change the rules in the Ice Arrow’s HitChaser method so that the ice arrow erases itself after it sends the Hit message to the Chaser.

Here is what the rules in HitChaser should look like now:

Test your code: does the Chaser stay frozen now until a 2nd ice arrow hits it?

One last step:

**Do your ice arrows jump over walls?**
Add rules to the Ice Arrow’s Fly method so that ice arrows erase themselves if their points run into a wall.

Here is one of the rules:

**Where should the rules about walls appear in the Ice Arrow’s Fly method?**

*Special cases come before default behaviors!*

1. Running into a wall happens less often so it is a special case and belongs above the regular fly rules.
2. The Ice Arrow’s default behavior is to move forward so the call to the Fly method should be the last rule.

Where does this rule go? Look ➔

Make 3 more rules like this for the other 3 ice arrow shapes.
Test your program!

- Do your ice arrows stack up on the edges of your world?
- Put walls around the edges to absorb the ice arrows.
- Or create special ground agents that absorb ice arrows and put them around the edges of your world. If you choose this option, you will need 4 more rules in the Ice Arrow Fly method that look just like the wall rules but use the special ground agent instead of the wall. Put these rules just below the wall rules.
- Test that your Traveler is able to fire ice arrows in all 4 directions.
- The ice arrow should shoot in the Direction the Traveler is facing. If necessary, select the Traveler with the big arrow tool, then click on the Show Agent Attributes option in the AgentCubes Window menu to check which way the Traveler is facing and make sure that the ice arrow is fired the same direction. If there is a problem, go back through this tutorial and check that your rules exactly match the pictures.