Us vs. It
Tanks vs. Robot

- Turn-based Cooperative Strategy
- Tank players must destroy the Robot before it reaches the city limits.
- Robot is controlled by “AI” rules.
The Robot

- Has 10 Hit Points
- Actions:
  - Move: 1 space forward
  - Turn: 90° towards target
  - Laser Eye: Shoots straight forward
  - Fists: Attack all 8 adjacent spaces
- Self Destruct: Inflicts blast damage when destroyed.
The Tanks

- Have 4 Hit Points
- Three Actions Per Turn
  - Move: 1 space forward
  - Turn: 90° left or right
  - Shoot: straight forward
- “Stunned” 1 turn when hit
The Battlefield

- Standard 8x8 checkerboard
- Tanks and Robot start on opposite edges
- Robot wants to move past far edge
Battle!

- Set up the game board.
- Robot goes first:
  - Execute steps in order
  - Robot stops when:
    - after step 10.
- When Robot finishes, all tanks move.
- Alternate Robot and Tanks until one side wins.
Comments?
Your Mission:

- Program the robot to maximize *drama*.
- What does that mean?
Your Mission:

• Program the robot to maximize drama.
• What does that mean?
  ▪ Inevitability
  ▪ Uncertainty
  ▪ Dramatic Arc
Programming the Robot

You can specify:

- Turn Targets
- Laser Damage
- Fist Damage
- Sequence of Actions
- Push or Blocked, Push Damage
Iterate Towards Drama

- Fail faster!
- Try to get in many iterations
- Play complete games
- Archive your iterations
Keep Working...

- Work until 6:00
- Return to this room tomorrow.
Welcome Back

- Keep tuning your robots.
- Achieve drama by 10:30
Add a new feature

- Attack
- Weapon
- Rule
- Don’t ruin the drama.
- Don’t change the tanks!
Time for the Robot Battle!

- See how your Robot fares against others.
- Robots look like Tanks to other Robots.
- Robots that cross their “goal line” warp to the opposite edge.
- Last robot standing wins.
Results?

- Present your final programs.
- Was there drama?
Discussion

• How does the drama manifest?
• What creates uncertainty?
• What creates inevitability?
• When does the climax occur?
Discussion

- What is the role of the Self Destruct mechanic?
Discussion

- What new feature did you add?
- What was most dramatic?
Discussion

• Was the Robot battle dramatic?
Discussion

• What aesthetic goals can AI serve?
Final Thoughts?