

Interim Report

Flee Fi Fo From

Team Meeple People

Anastasia Pomelova

Eugene Ghanizadeh Khoub

Mert Ülker

Shyam Rangarajan



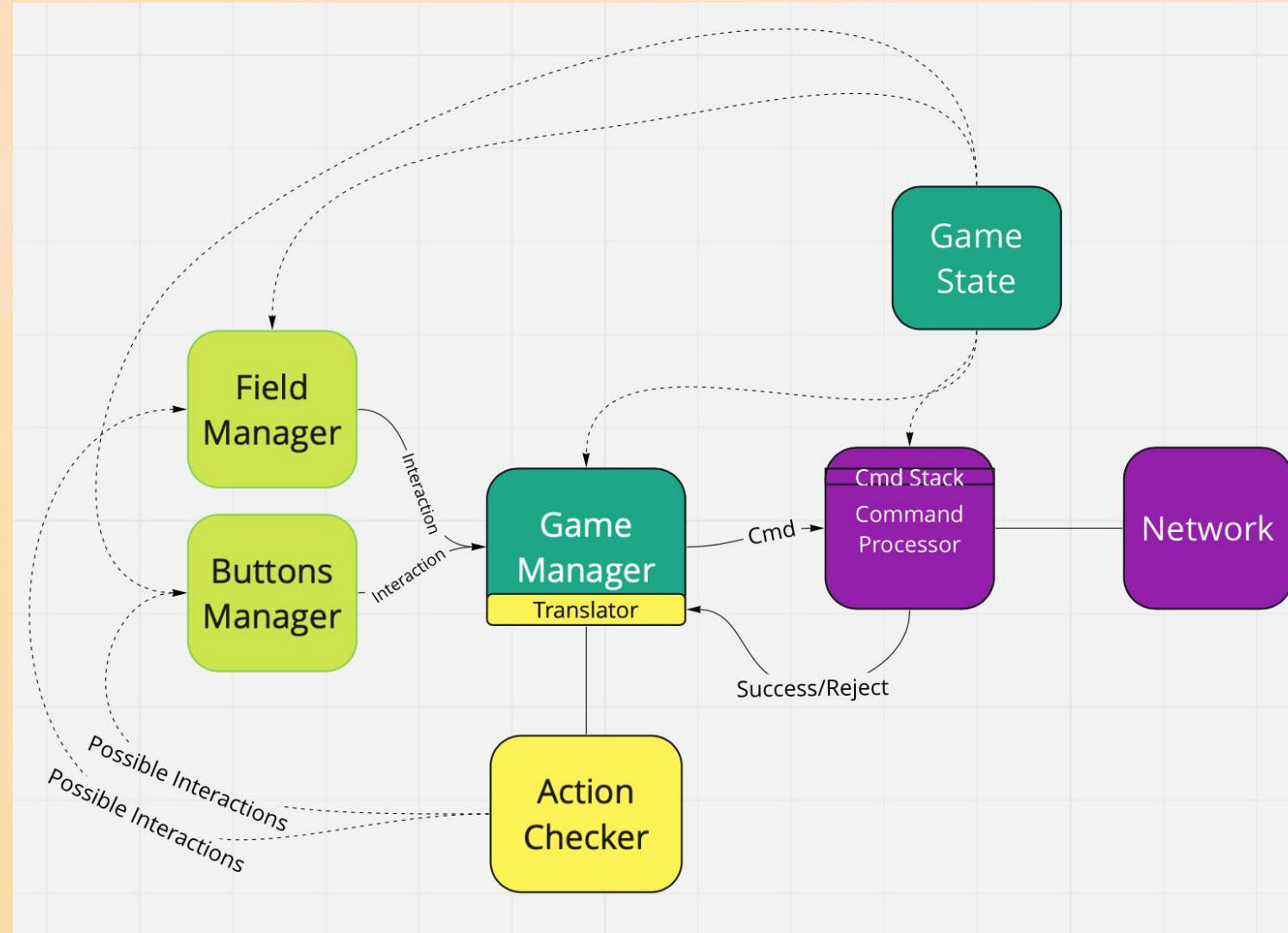
Recap

- Digital board game
- Game of chaos and order based on queuing strategy
- Key goals from interim state:
 - independently develop subsections
 - simplify game rules
 - integrate subsections for alpha release
- **Today: Alpha Release**



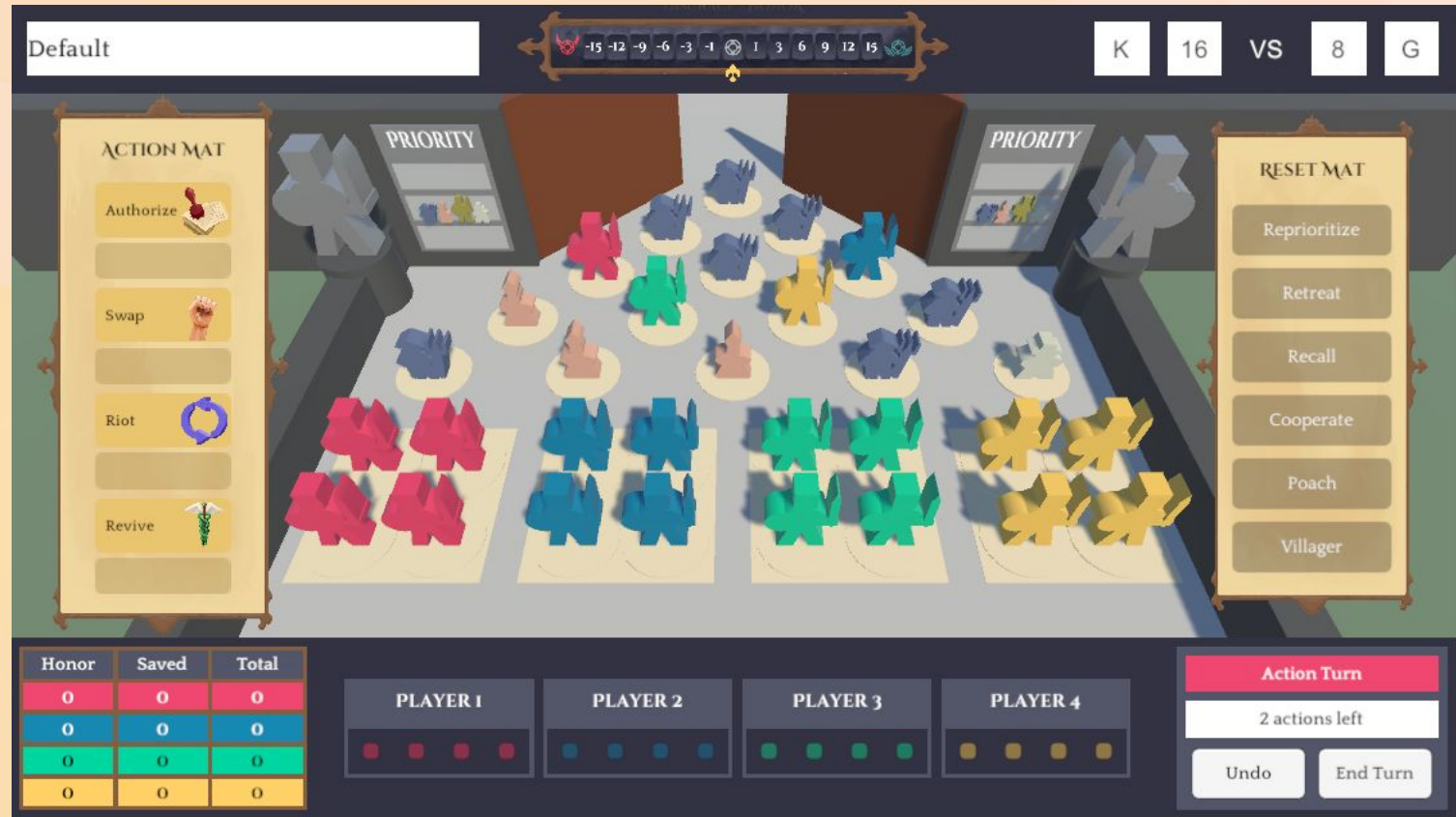
Status Update

- Current Status:
 - logic done
 - networking updates
 - visual changes commenced
 - playtesting commenced



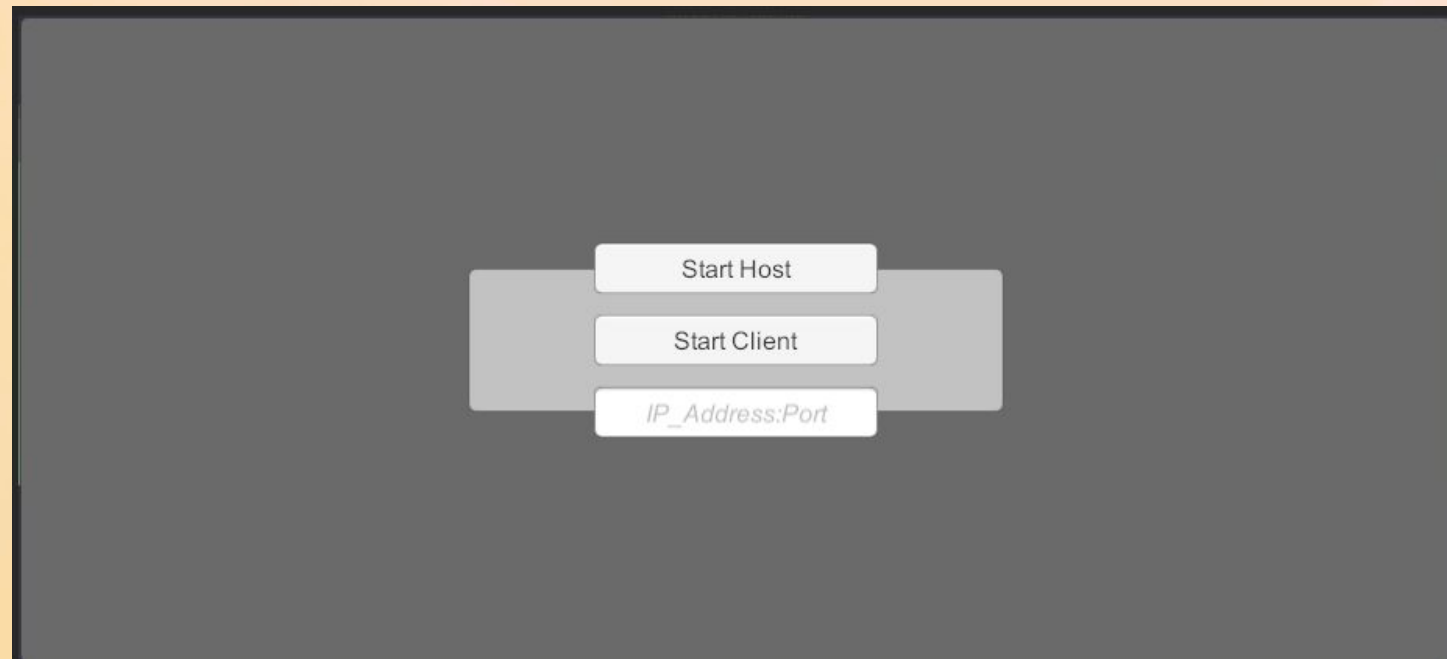
Game & Logic

- Current State:
 - game logic done
 - all components in place
 - fully playable with up to 4 player on one device
- Upcoming:
 - more UI & environment assets
 - focus on visual polishing
 - testing & bigfixing
 - game start & end screen
 - write help messages for each state



Networking

- Current Status:
 - switched from LAN to internet connection (aws linux instance and relay servers)
 - synchronized the board initialization
 - completed network integration of the turn logic
- Upcoming:
 - synchronize player actions



Challenges

- Lots of rules
 - simplified ruleset to reduce cognitive load
 - explore further simplifications
- Lots of edge cases
 - bugs found
 - continue testing
- Engineering Heavy
 - keep an eye on refactoring opportunities



Next Steps

- Networking:
 - synchronize actions across network
 - implement fallback methods to handle potential server connection errors
- Game Logic:
 - continue to verify modified rules during playtesting
 - resolve minor logical issues
- Game Manager:
 - refactor some code (time permitting) to decouple classes further
- UI:
 - visual improvements
- Overall:
 - playtesting!

Questions?

Moodle Questions

- Glory Tracker (Honor/Disgrace):
 - o Exponential to help set it as a path to victory
 - o Makes it harder to snowball via negative actions such as riots, in contrast to linear which is a not a decision point
 - o Thematically someone builds up trust over time or is a repeat offender
 - o Easier to get disgrace than honor - Similar to real life too where easy to lose face with people?
- Asymmetric abilities?
 - o Potentially, but hard to balance. Might consider later as extra
- Objectives same for all?
 - o No, hidden objectives per player, so no idea what each person is going for
- Long turns/what to do between turns?
 - o Primary aim of the action/reset turn to reduce downtime
 - o Involved at least half the time in a 4 player game, or all the time in a 2 player game
- Challenging rules to implement?
 - o Potentially, hence staggered approach via target levels