

# General Game Playing

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## Exercise 1.1

Fill out the following grids with an example of a game of the appropriate type in each cell. Consider only games that can be modeled with the state machine model.

- Single-Player Games

Complete Information	Partial Information

- Multi-Player Games without Communication

	Complete Information	Partial Information
Simultaneous Moves		
Alternating Moves		

- Multi-Player Games with Communication

	Complete Information	Partial Information
Simultaneous Moves		
Alternating Moves		

Which of the games can't be described with the GDL?

## Exercise 1.2

Think about an interesting game (or invent a new game) which can be described with the GDL, but is not already available on <http://games.stanford.edu:4000/>. If you don't have an idea think about interesting variants or combinations of known games. Describe the rules of this game using prefix KIF. Check the description for completeness, playability and (weak) winnability as well as derivability.

## Exercise 1.3

Form a team consisting of preferably 3 people (2 or 4 is also accepted) for the programming assignments and the competition. Invent a name for your team and send an email to [stephan.schiffel@inf.tu-dresden.de](mailto:stephan.schiffel@inf.tu-dresden.de) with the names and email addresses of all team members. The tasks of all the following tutorials will be done in teamwork. Agree on a programming language you want to use for your player.