TABLE OF CONTENTS

COVER

ORIGINALITY STATEMENT OF THE THESIS

THESIS SUPERVISOR'S APPROVAL

THESIS EXAMINATION COMMITTEE

ABSTRACT ..... **v**

ACKNOWLEDGEMENTS ..... **vi**

TABLE OF CONTENTS ..... **viii**

LIST OF FIGURES ..... **x**

LIST OF EQUATION ..... **xi**

LIST OF TABLES ..... **xii**

CHAPTER I 1

1.1 Background 1

1.2 Prior Research 2

1.3 Problem Identification 8

1.4 Problem Limitation 9

1.5 Problem Defintion 10

1.6 Research Purpose 10

1.7 Thesis Outline 11

CHAPTER II **13**

2.1. Santorini Board Game 13

2.1.1. Gameplay Mechanics 13

2.1.2. God Powers 15

2.2. Game Theory 16

2.2.1. Zero Sum Games 16

2.2.2. Perfect Information Games 16

2.2.3. Sequential Games 17

2.2.4. Deterministic Games 17

2.2.5. Non-Cooperative Games 17

2.2.6. Asymmetric Games 18

2.2.7. Finitely Long Games 18

2.3.Game State 18
2.4.Game Engine 19
2.5.Means-End Analysis 19
2.6.Heuristic Function and Value 20
2.7.Evaluation Method 20
CHAPTER III 22
3.1.Overview 22
3.2.Game State Design 22
3.3.Game Engine Design 24
3.3.1. Game Flow 24
3.4.Heuristic Function and Value 35
3.4.1. Move Heuristic Function 35
3.4.2. Build Heuristic Function 36
3.5.Simulation 37
CHAPTER IV 38
4.1.Results 38
4.2.Paper Summary 38
CHAPTER V 60
5.1.Summary 60
5.2.Future Research 60
REFERENCES 62
APPENDIX 1

LIST OF FIGURES

Figure 2.1: Players selecting gods in Santorini Mobile game [4].....14
Figure 2.2: Players placing workers in Santorini Mobile game [4].....14
Figure 2.3: Player moving a worker [4].....15
Figure 2.4: Player Building a block [4].....15
Figure 3.1: Finite State Machine representing the game flow.....24

LIST OF EQUATION

Equation 3.1 Example Game State 23
Equation 3.2 Player Gods Definition 27
Equation 3.3 Building Board Definition 27
Equation 3.4 Worker Board Definition 27
Equation 3.5 Generate Starting State 29
Equation 3.6 Change Current Player to Next Player 30
Equation 3.7 Picking God 30
Equation 3.8 Place Worker 30
Equation 3.9 Check Worker Position 31
Equation 3.10 Check Worker Move 31
Equation 3.11 Check Worker Move Appolo 31
Equation 3.12 Worker Move 32
Equation 3.13 Check Worker Build 33
Equation 3.14 Worker Build 34
Equation 3.15 Move Heuristic Function 35
Equation 3.16 Build Heuristic Function 36

LIST OF TABLES

Table 3.1 Operators For Santorini Game.....28
Table 4.1 Simulation Results.....39