

Dwarf Block - Dwarf Simulation

As a part of my thesis I had to implement an AI system. Find the application here:

Win (64x) - <https://drive.google.com/open?id=1shBFDngmsPnZ6dxaoOsaX2Sbwn0H5lZh>

There is number of scenarios ahead of you. Each of them demonstrates a certain behavior or a number of behaviors and you have to understand what is going on. In some cases it is expected that something is not understood, so please answer honestly. Scenarios are numbered 1-5 and different versions of the same scenario are labelled A-C. Please pay attention to the difference between connected scenarios (that have the same number, but different letters), decide which was easier to understand and try to formulate what helped you understand.

Also, please answer questionnaire questions in parallel with the task, so you do not get confused by scenarios.

Controls:

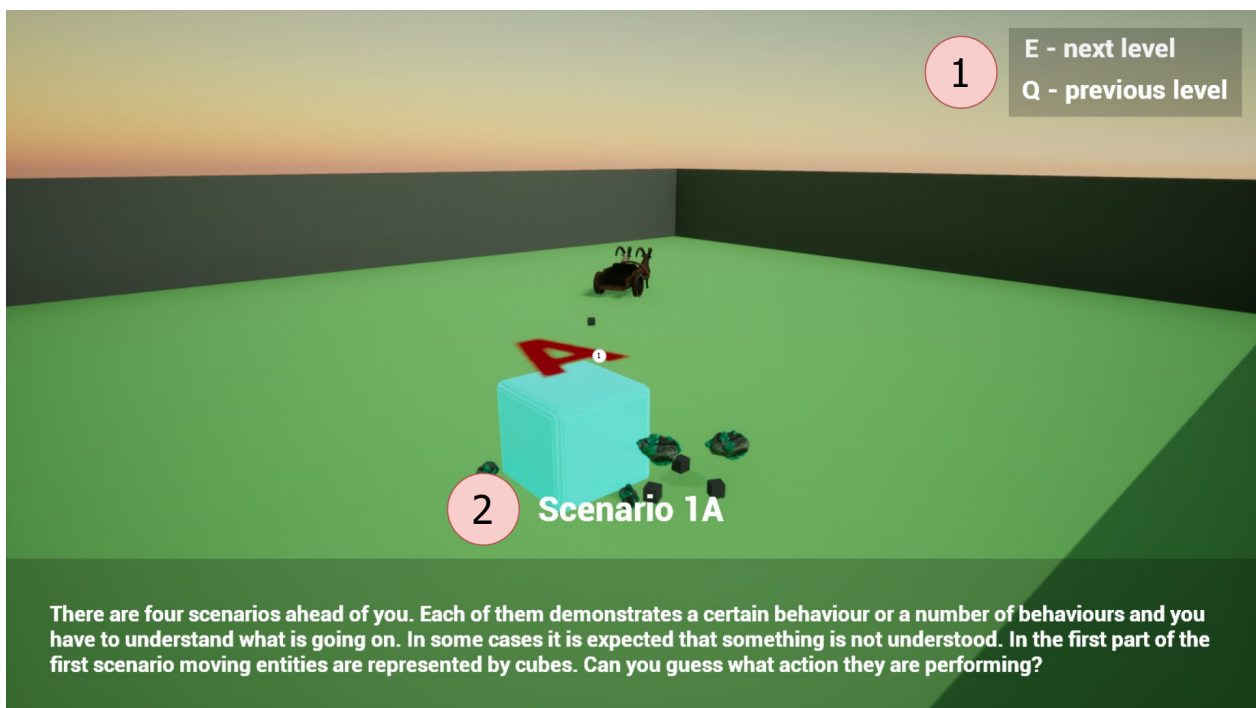
WASD - movement

E - next level.

Q - previous level.

You can find controls reminder in the top right corner (1). Description of the level with guiding questions as well as the title of level can be found at the bottom of the screen (2).

Game UI illustration



Scenario 1

1. Scenarios 1 (A-B). How well do you understand what actors are doing?

Mark only one oval per row.

	0 (do not understand)	1	2	3	4	5 (completely clear)
Scenario 1 A (Cubes)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Scenario 1 B (Dwarfs)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Scenario 2

2. Scenarios 2 (A-C). Please rate how easy it was to understand what cubes are doing.

Mark only one oval per row.

	0 (Hard)	1	2	3	4	5 (Easy)
Scenario 2 A	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Scenario 2 B. (Cubes have different color)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Scenario 2 C. (Numbers appear)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Scenario 3

3. Scenarios 3 (A-B). Try to group cubes by their behaviour. How many groups did you get?

Mark only one oval per row.

	0	1	2	3	4	5
Scenario 3 A. (Signs)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Scenario 3 B. (Debug lines)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

4. Scenarios 3 (A-B). In what level it was easier to group the cubes?

Mark only one oval.

- ☐ Scenario 3 A
- ☐ Scenario 3 B

Scenario 4

5. Scenarios 4 (A-B). There are yellow cubes and dwarfs with yellow eyes. Please rate how aggressive are they?

Mark only one oval per row.

	0 (passive)	1	2	3	4	5 (aggressive)
Scenario 4 A (Cubes)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Scenario 4 B (Dwarfs)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Scenario 5

6. Scenarios 5 (A-B). How easy it is to follow what is going on?

Mark only one oval per row.

	0 (too much distractions)	1	2	3	4	5 (no distractions)
Scenario 5 A	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Scenario 5 B	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

7. Scenarios 5 (A-B). There were two teams: dwarfs with yellow eyes and normal. Which team used more aggressive strategy?

Mark only one oval.

- ☐ With yellow eyes
- ☐ Normal
- ☐ Agression level are the same

8. Scenarios 5 (A-B). Which team's strategy seemed better to you?

Mark only one oval.

- ☐ With yellow eyes
- ☐ Normal
- ☐ Strategies were on the same level

General questions

9. How helpful were the visuals?

Mark only one oval per row.

	0 (not helpful)	1	2	3	4	5 (very helpful)
Color difference between dwarfs from different teams	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Model (Dwarf instead of a cube)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Debug lines (Lines on the floor, etc)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Pop up text (Numbers that appear when dwarf are near each other)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Signs above the dwarfs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

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