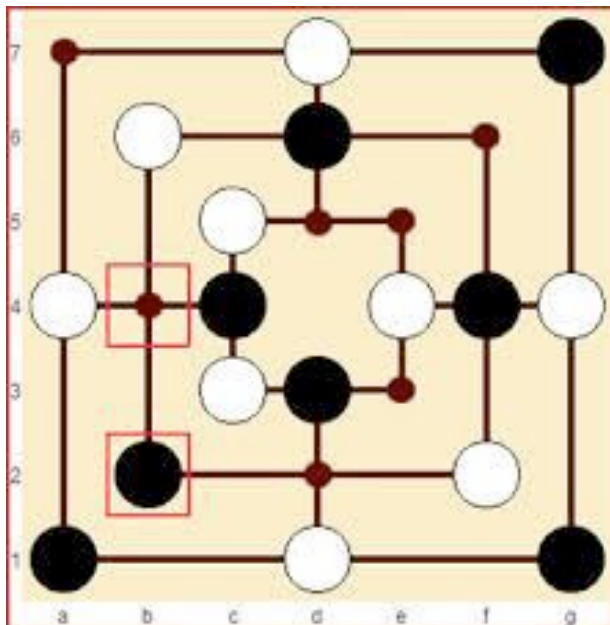


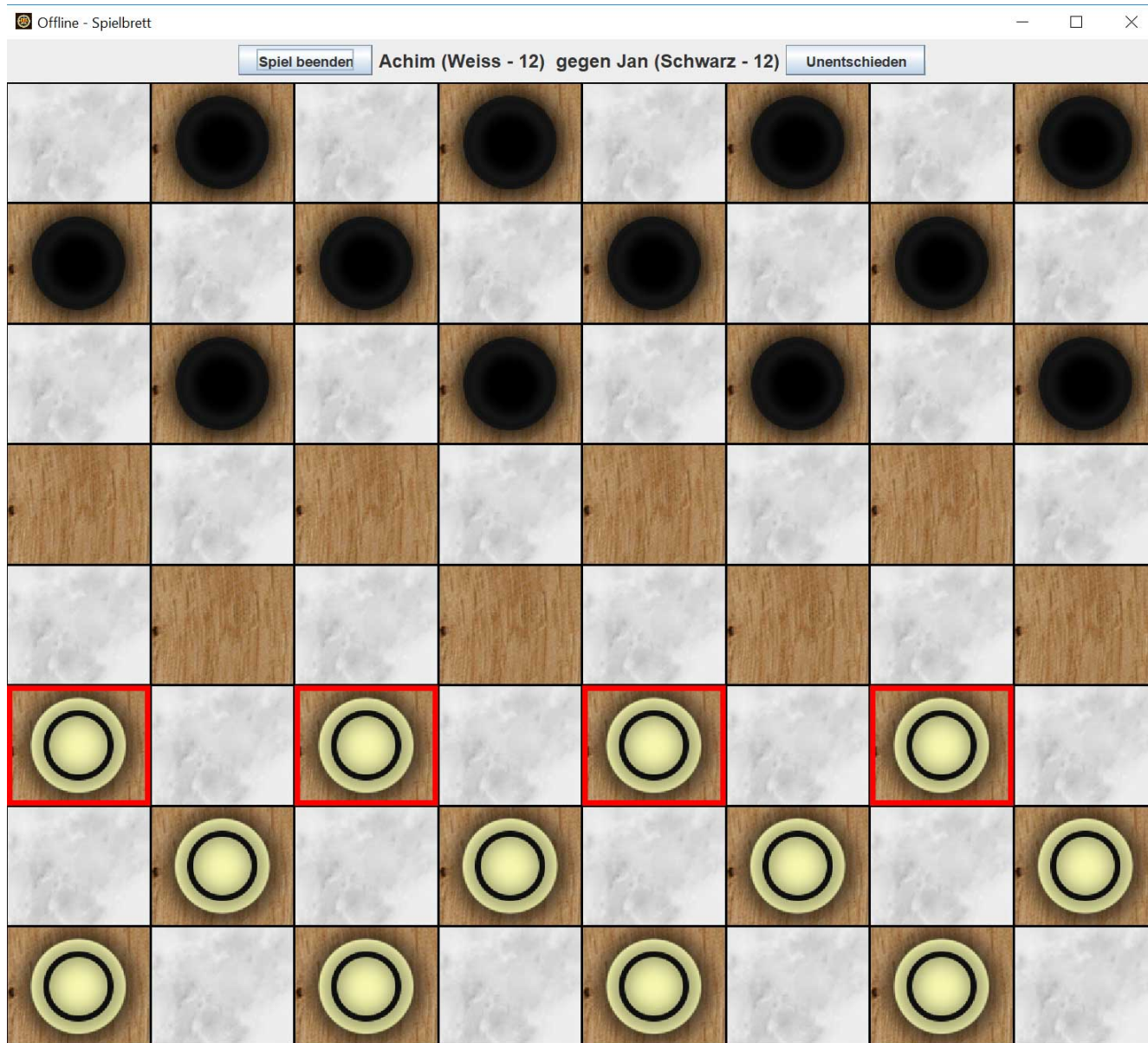
Spieltheorie

Spiele, Strategien, Lösungen

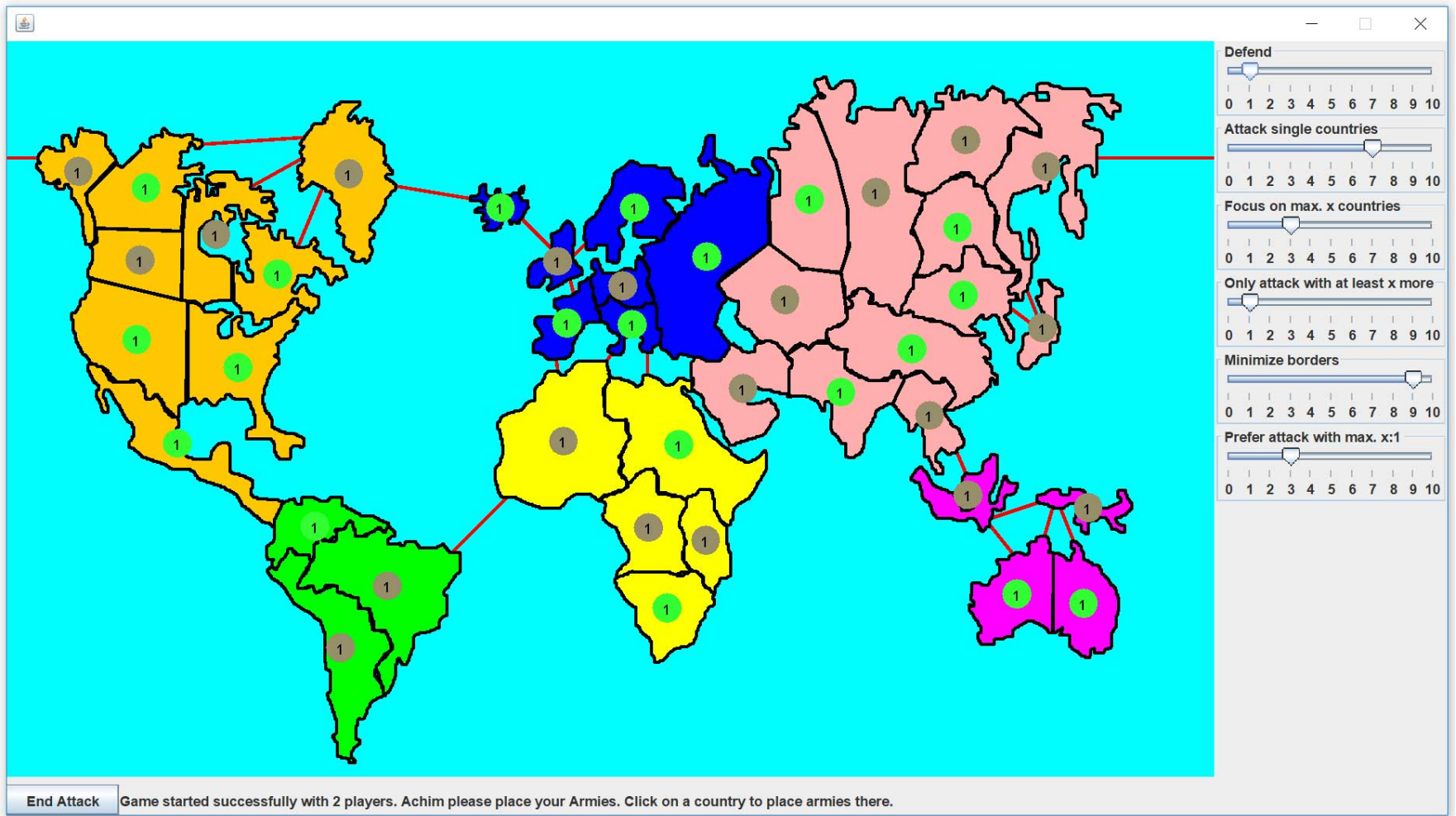
- Analyse, Simulation und Bewertung von Spielsituationen und Strategien.



Das Spiel: Dame



Das Spiel: Risiko

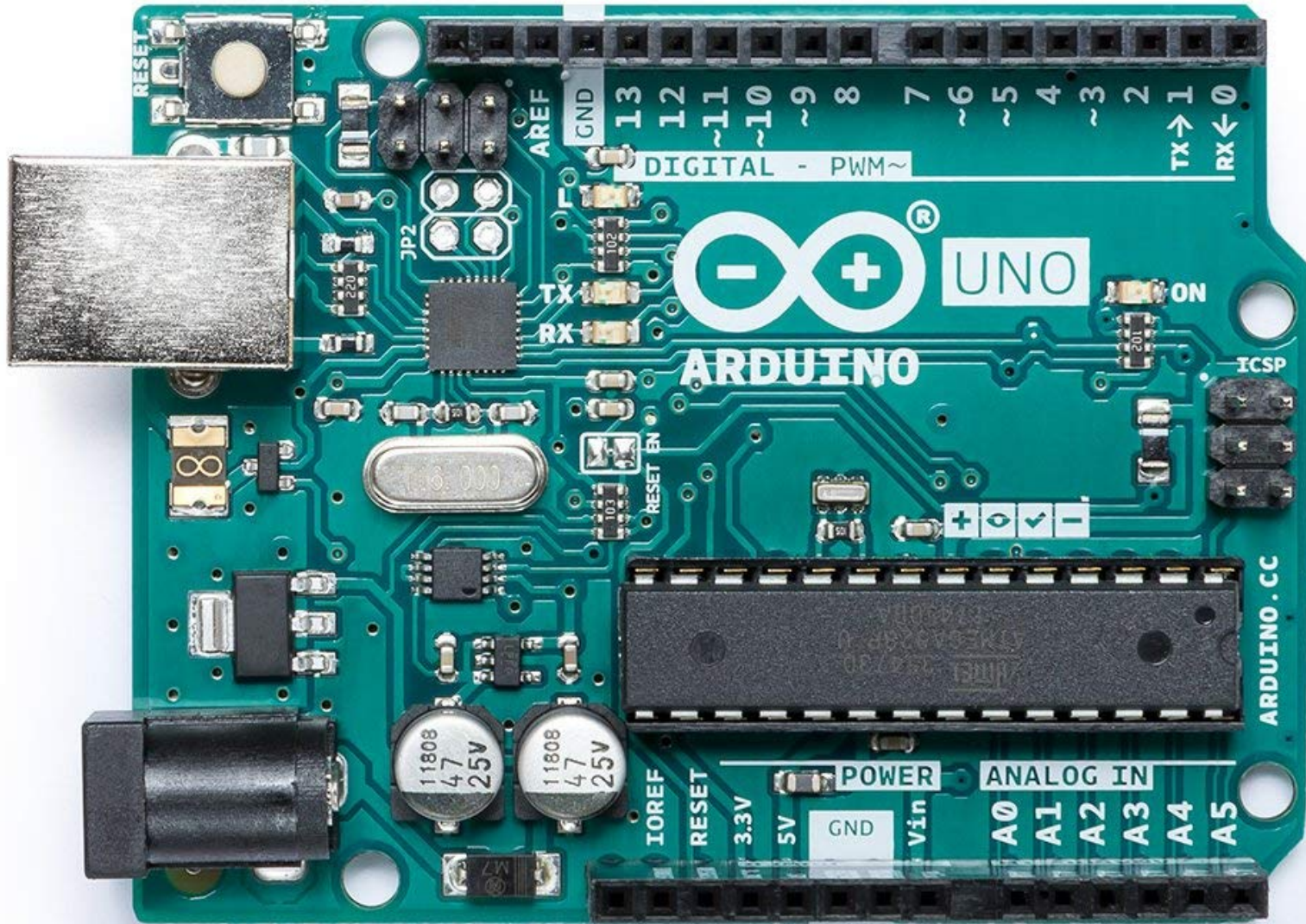


The screenshot displays the Risk game interface. The world map is divided into territories, each with a number of armies (1 or 2) and a color. The territories are grouped into six regions: North America (orange), South America (green), Europe (blue), Africa (yellow), Asia (pink), and Australia (magenta). Red lines connect territories that are adjacent to each other. The control panel on the right contains several sliders and buttons:

- Defend**: A slider set to 1.
- Attack single countries**: A slider set to 7.
- Focus on max. x countries**: A slider set to 3.
- Only attack with at least x more**: A slider set to 1.
- Minimize borders**: A slider set to 9.
- Prefer attack with max. x:1**: A slider set to 1.

At the bottom left, there is a button labeled "End Attack" and a text box that reads: "Game started successfully with 2 players. Achim please place your Armies. Click on a country to place armies there."

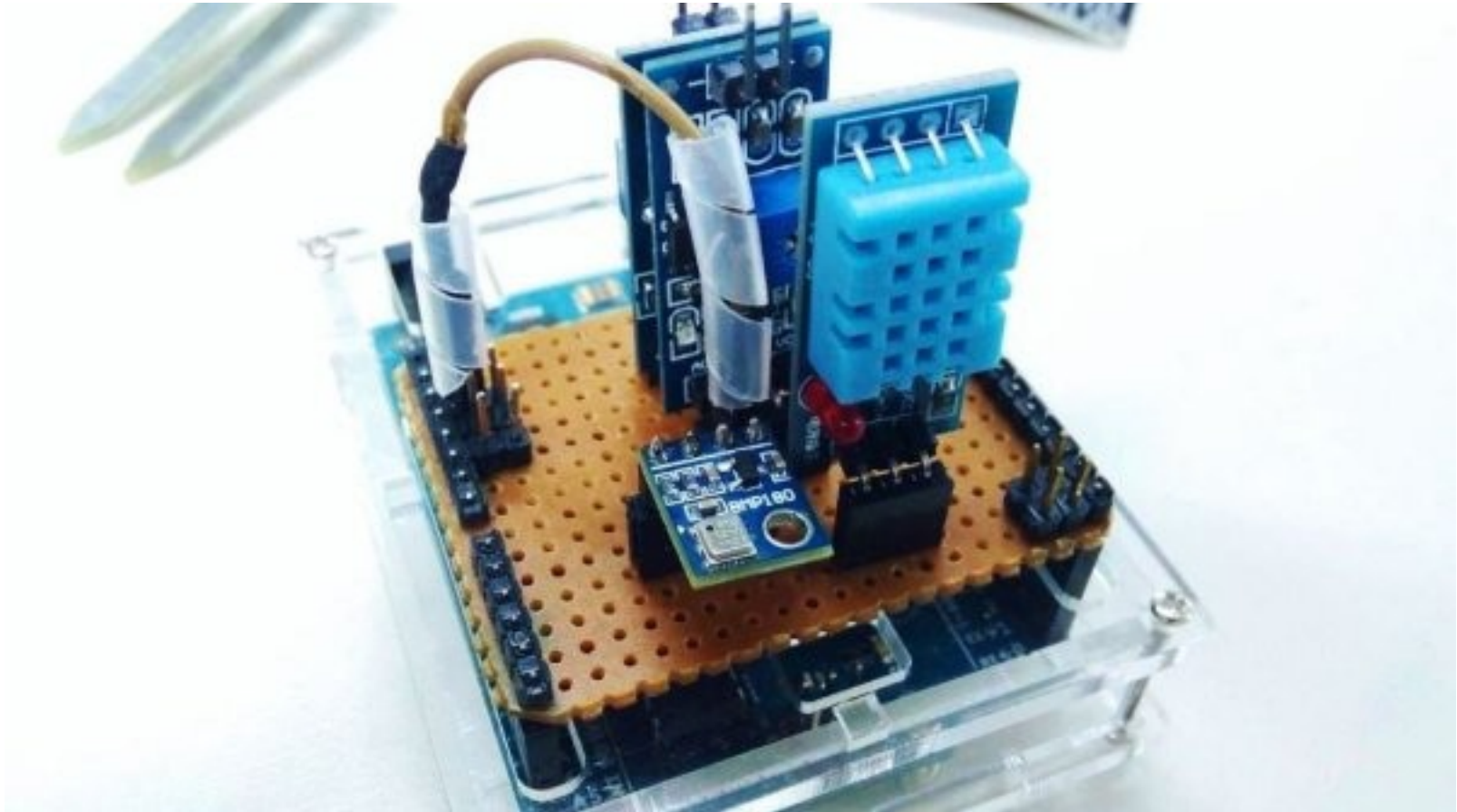
Arduino



Arduino-Projekte: Der Roboter Chip-E



Arduino-Projekte: Die Wetterstation



Arduino-Projekte: Das eigene Fahrzeug

