

## ATOC 1050 – Summer 2013 Hurricane Forecasting Game

In this game, you are tasked with forecasting a hurricane so that you can protect lives by evacuating major cities before they get hit by the storm. We will keep things simply by assuming the following:

- Each city has 5 population.
- Each city can accept the population of **one** other city, for a total of ten population.
- If hurricane winds cover a city on any particular day, that city will lose X population, where X is the category of the hurricane (1-5)
  - If the city has 10 population, it will lose  $X * 2$  for that turn.
- City populations can only move to adjacent cities.

Each day, you will be provided with four computer model forecasts. These models are not very good, so you will need to use your understanding of wind patterns around highs and lows to determine if the model forecast makes sense. You will also be provided with a map of sea surface temperatures.

- Every day that the storm spends in the orange area, it gains one category strength
- Every day that the storm spends in the gray area, it maintains its current strength
- Every day that the storm spends in the blue area, it loses one category strength
- Every day that the storm spends over land, it loses two categories strength

You will then craft a forecast based on what you know, and if need be, evacuate cities. You can submit an evacuation to me, and I will record it. The order must be submitted before the day ends, or it will occur on the next day. Each day will last three minutes in real time. The time will be indicated on the main game screen.

The team with the least number of points after eight days wins the game. Points are gained by one of two ways

- Any population lost due to the hurricane adds the equivalent number of points to your score.
- Every day in which a population is not in its home city, you gain one point.

# Tracking Map

