A Simulation of Interagency Cooperation and Adversary Tactics in Modern Geopolitical Context

Intern: David Orta
Mentor: Dr. Mathew Zefferman
Location: Naval Postgraduate School

In the contemporary landscape of shifting geopolitical tensions and the looming specter of terrorism, there is a pressing need to grasp the intricate interplay between security agencies and adversarial entities. "Checkpoint" is not just a board game; it's a strategic simulation of these global security dynamics, born from my firsthand insights and extensive research.

As a principal game board designer, I've woven current geopolitical events, historical data, and nuances from existing military strategy games into the fabric of "Checkpoint" with the help and guidance of my mentor Dr. Zefferman and lab partner Isael Estrada. The game sets two Red players, embodying smuggling/terrorist factions, against four Blue players, who represent the pillars of state security.

Each player is equipped with a distinct coin allocation: 12 coins for Red Players and 10 for Blue Players. The game's economic dynamics are finely balanced, with operations costing 1 coin and successful endeavors reaping rewards of 2 coins. The pursuit of Victory Points, earned through successful operations or thwarts, drives the game's objectives.

Incorporating probability mechanics, such as the Red Players' 33.33% chance of capturing another Red Player's operation, "Checkpoint" demands both strategy and adaptability. Presented on a global map, the game is more than entertainment-- it's an educational adventure into the heart of global security, underscoring its complexities and challenges.

David Orta
Major: Computer Science