

ANT COLONY

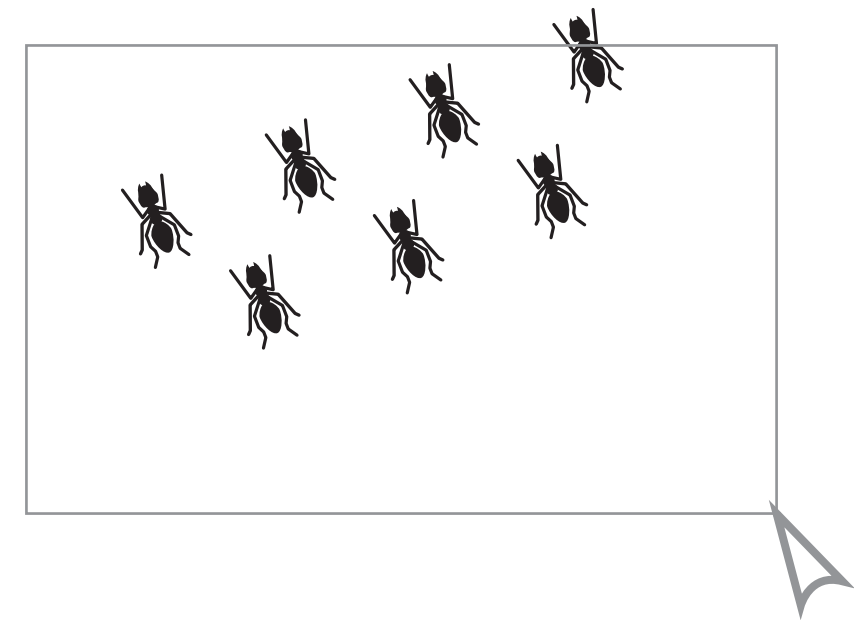
a game concept by
andrew k. thong

to develop a simulated real time strategy game

ANT COLONY

ant colony involves growing and maintaining an ant colony while attempting to drive out the rival ants from the area. don't forget that hostile ants aren't the only problems out there

drawing inspiration from SimAnt but turning it into a quick paced real-time strategy setup

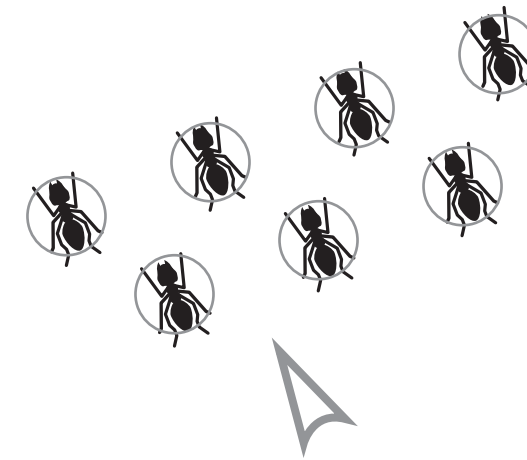


ANT USERS

introduce gameplay that is both entertaining and educational at the same time

12+ years as the starting point

somewhat familiar with typical RTS games



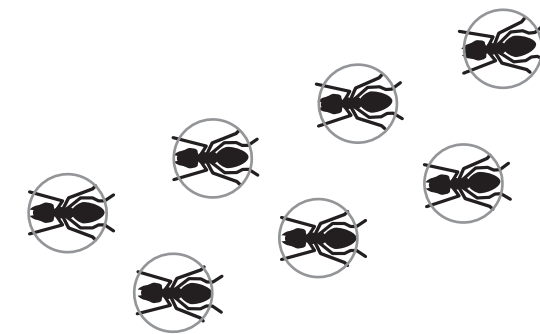
ANT FUNCTIONALITY

point and click commands with hot keys

player is responsible for colony logistics such as gathering grub

different classes of ants each with its own ups and downs

threats including spiders and ant lions

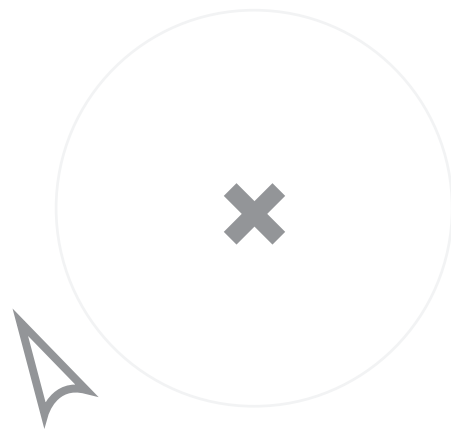


ANT TESTING

work with a paper prototype to determine feasibility of the interface

run beta tests with users from the intended audience

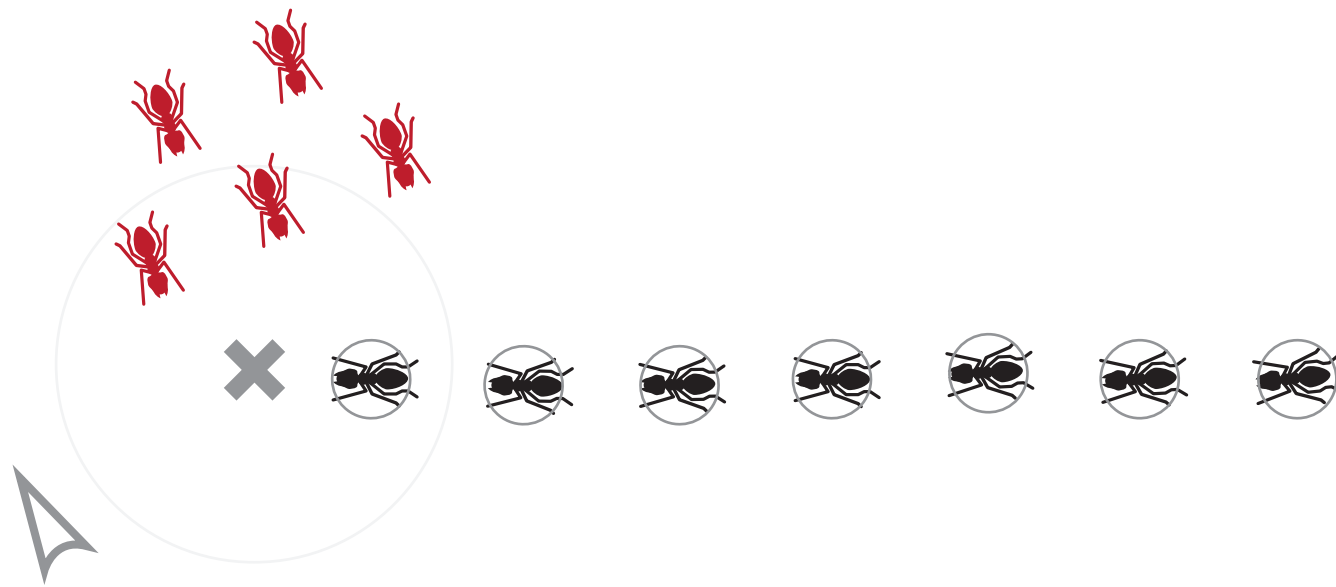
consult a myrmecologist regarding accuracy of representation



ANT EXPANSION

multiplayer capabilities involving multiple colonies competing over the same area

a campaign setup like the original SimAnt



ANT PLANNING

determine the tools needed to get the job done

determine the best possible approach to develop the game

iron out all the gameplay details before programming

