Unsure where to start with Code Quest 22?

Follow these strategies to end up on top!

Read the Sample
Understand how it works

Brainstorm Strategies
Use Pen and Paper!

Start with the Basics
Don't go straight for your final strategy!

Get it Working Quick!
Don't spend *too* long on Basics!

Break up your strategy
Work on multiple small systems instead of one

Compete ASAP
Learn from your opponents and counter-play

Take Small Steps
Don't change a million things at once

Have Fun!
Why are you here again?

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Fighter ants go to defend important zones that workers go to and analyse what areas of the board need fighters, and at all times we keep enough energy stored to seige the other team

How do I get this energy?
How does a fighter "defend" efficiently?
How do I evaluate how much energy I need to store for sieges?
How does a fighter "defend" efficiently?
What are important zones?
What important zones need fighters?

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For any complex terms in your strategy, define them in as much detail as possible
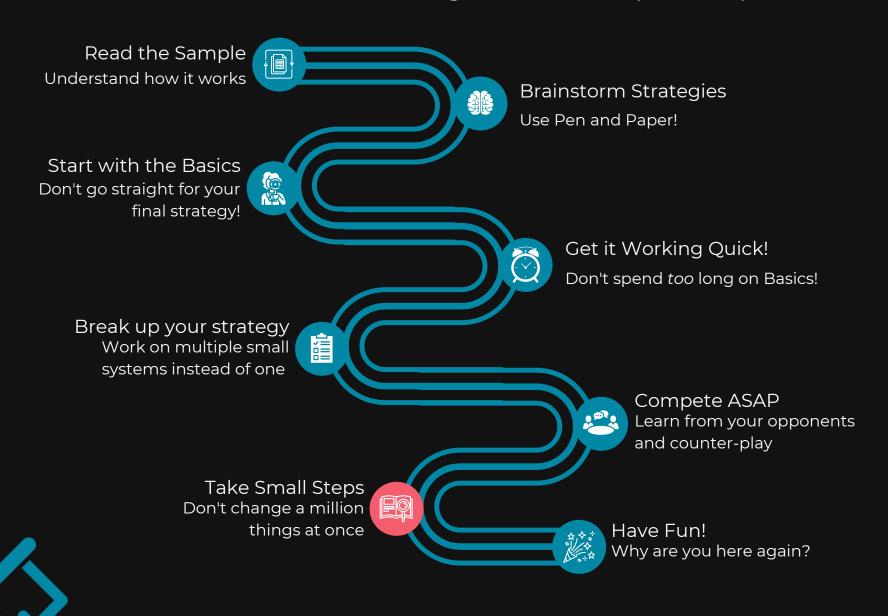
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Fighters accompany groups of ants in "parties", which the queen controls to patrol food zones and settle tiles

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Fighters accompany groups of ants in "parties", which the queen controls to patrol food zones and settle tiles

- Patrols have objectives (Get to this location, Attack this ant, Defend this location)
- Patrols have types (Worker+Fighter, Settler+Fighter, Just Fighter)
- Queen analyses various board statistics to decide what parties are needed / update current party objectives

This isn't simple enough, Continue This Process!

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- Test everything you change
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- In a team? USE GIT (and commit often)
- Take those questions from earlier and split them among teammates
- Turn each bit of the strategy into plug and play modules that your program can integrate, so you can swap between multiple strategies if necessary

Code Quest 22

And some goals for your strategy:

Should I continuously send ants or burst certain positions?

When does it make sense to stockpile?

When should I charge an enemy queen?

Where is the best place to send workers?

What Zones are worth fighting for?

Locating Food and Zones

What percentage of my ants should be workers?

How many fighters do I send with settlers?

What Food zones are worth protecting with fighters?

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