Ants Vs. SomeBees

A game of Ants Vs. SomeBees consists of a series of turns. In each turn, new bees may enter the ant colony. Then, new ants are placed. Finally, all insects (ants, then bees) take individual actions: bees sting ants, and ants throw leaves at bees. The game ends either when a bee reaches the ant queen (you lose), or the entire bee flotilla has been vanquished (you win).

The Colony. The colony consists of several places that are chained together. The exit of each Place leads to another Place.

Placing Ants. There are two constraints that limit ant production. Placing an ant uses up some amount of the colony's food, a different amount for each type of ant. Also, only one ant can occupy each **Place**.

Bees. When it is time to act, a bee either moves to the exit of its current **Place** if no ant blocks its path, or stings an ant that blocks its path.

Ants. Each type of ant takes a different action and requires a different amount of food to place. The two most basic ant types are the **HarvesterAnt**, which adds one food to the colony during each turn, and the **ThrowerAnt**, which throws a leaf at a bee each turn.

To Start a graphic game, run

```
python3 ants_gui.py
```

The game has several options that you will use throughout the project, which you can view with

```
--help

usage:

ants_gui.py [-h] [-f] [-w] [-i] [--food FOOD]

Play Ants vs. SomeBees

optional arguments:

-h, --help show this help message and exit
-f, --full loads a full layout and assault plan
-w, --water loads a full layout with water
-i, --insane loads a difficult assault plan
--food FOOD number of food to start with
```