**Process:** SE-1

**Process Title:** Food and Harvesters modification

**Description:** As a group member, I need to modify the program so that it will add food costs and specify the food costs for both the Harvester ant (food=2 and Armor=1) and Thrower ant (food=4 and armor=1). In addition, the action method should be modified so that it will produce 1 food for the colony. Once the program is executed and the game is played, then it should accumulate food each turn.

**Process:** SE-2

**Process Title:** Wall ant development

**Description:** As a group member, I need to create a brand-new ant so that it offers protection to the other ants that is called Wall ant. This ant does not do anything special except for having a large armor value. Its food is set to 4 and its armor is set to 4.

**Process:** SE-3

**Process Title:** Hungry ant development

**Description:** As a group developer, I need to develop a brand-new ant so that it will eat a random bee from its place, instantly killing the bee. However, after eating a bee, it must spend 3 turns digesting before eating again. Its food is set to 4 and its Armor is set to 1.

**Process:** SE-4

**Process Title:** Fire ant development

**Description:** As a group developer, I need to develop a brand-new ant so that this ant does not take any actions on its turn. However, it has a special ability which is when a fire ant’s armor reaches zero (or less), it will reduce armor of all the Bees in the same place as the ant by the ant’s damage attribute (which defaults to 3). Its food is set to 4 and its Armor is set to 1.

1. **Process:** SE-5

**Process Title:** Adding water place

**Description:** As a group developer, I need to add a new type of place, so that it will represent a water-filled tunnel in the colony. Once the water is added, the insect is made react to it. Only insects that are water safe can be deployed to a water place. Bees can fly, therefore are water safe.

1. **Process:** SE-6

**Process Title:** Scuba Ants development

**Description:** As a group developer, I need to make a new ant, so that it can be deployed to water spots. A ScubaThrowerAnt ant, which is a type of ThrowerAnt that is water safe, but otherwise is identical to its present class. This class should have the food set to 5 and Armor set to 1.

1. **Process:** SE-7

**Process Title:** Ninja Ant development

**Description:** As a group developer, I need to add a new ant so that this ant damages all bees that pass by it, but it is never seen (thus allowing bees to pass by it). It is not able to be attacked by a bee as it is hidden, nor does it block the path of a bee that flies by. Its food is set to 6 and its armor is set to 1.

1. **Process:** SE-8

**Process Title:** BodyGuard Ant development

**Description:** As a group developer, I need to add a new type of ant so that this ant differs from normal ant in that it can occupy the same place as another ant. When a BodyGuard ant is added to the same place as another ant, it shields the other ant and protects it from damage. Attacks should damage the bodyGuardAnt first and only hurt the protected ant after the bodyGuardAnt has perished. Its food is set to 4 and the armor is set to 2.

1. **Process:** SE-9

**Process Title:** The Queen Ant development

**Description:** As a group developer, I need to add a new ant so that, an ability will be implemented for this ant to take the trenches. This ant is waterproof throwing ant (like the scubaAnt, which is its superclass) that inspires nearby ants through the bravery. Whenever the queen ant throws a leaf, she also doubles the damage of the ants on either side of her (in the places that are her location’s entrance and exit). But, with great power comes great responsibility. The queen is governed by three special rules that are:

1. If a bee enters a place occupied by the queen, then the bees immediately win the game. The game ends even if the queen is protected by the bodyguard. The bees also win if any bee reaches the end of a tunnel where the queen normally resides.
2. There can be only one true queen
3. The true (first) queen cannot be removed, that is, it can not be moved or damaged. Attempts to remove the queen should have no effect
4. **Process:** SE-10

**Process Title:** slowThrower ant development

**Description:** As a group developer, I need to add a new ant so that it applies a slow effect for 3 turns. Its food is set to 4 and armor is set to 1.

**Process:** SE-11

**Process Title:** stunThrower ant development

**Description:** As a group developer, I need to develop a new ant, so that it will apply a stun effect from 1 turn. Its food is 6 and its armor is 1.

**Process**: SE-12

**Process Title:** shortThrowerAnt development

**Description:** As a group developer, I need to develop an ant, so that it will only

throw leaves at bees at most 2 places away. Its food is 3 and its armor is 1.

**Process:** SE-13

**Process Title:** LongThrower ant development

**Description:** As a group developer, I need to develop a new ant, so that it will only throw leaves at bees at least 4 places away. Its food is set to 3 and its armor is set to 1.

**Process:** SE-14

**Process Title:** Refactor/Modify/Improve existing code

**Description:** As a group developer, I need to refactor/modify/improve the code that has been developed/extended, so that it demonstrates the application and benefits of design pattern.

**Process:** SE-15

**Process Title:** Include buttons to the GUI

**Description:** As a group developer, I need to modify the program by adding new buttons, so that it will play/resume game or reset game.

**Process:** SE-16

**Process Title:** including different level of difficulty

**Description:** As a group developer, I need to modify the program so that it will include different levels of difficulty to progress within the game.

**Process:** SE-17

**Process Title:** Creating user accounts

**Description:** As a group developer, I need to modify the program so that it will include user accounts that allows saving the level of a game for each user account.

**Process:** SE-18

**Process Title:** inclusion of help/Guidance menu

**Description:** As a group developer, I need to modify the program so that it will include a help/guidance menu that shows the description of each ant and bee.

**Process:** SE-19

**Process Title:** Include additional bees

**Description:** As a group developer, I need to modify the program so that it will include additional bees that is called Zombie bees that can attack 3 ants together. In addition, adding another bee that is called Ghost bee, that passes through nearly all ants without any damage. Only Ninja ant and queen ant can attack/damage a Ghost Bee.

1. **Process:** SE-20

**Process Title:** Theme music

**Description:** As a group developer, I need to modify the program so that it will include theme music whilst the game is playing.