**NunoErin Ants - Overview**

**General Notes**

1. Resolution: 1080P
2. Primary display size is 24” screen / it will also be shown on larger screens (probably about 42”)
3. Prepare for both landscape and portrait orientation. Landscape orientation is default.
4. Home icon is present in lower right corner for landscape and for portrait mode. Use same home icon as in pong.
5. If the screen is not touched for 2 minutes, close the application.
6. Use custom ants icon instead of android icon for menu.
7. For this game there is no pause button.

**Objective**

1. The objective of the game is to lead the ants to the food.
2. The game contains 10 rounds and each round has different food

**Anteater**

1. Anteater is an obstacle that gets in the way of the ants reaching the food. If the ants run into the anteater, make the ants disappear over 1 second and restart the round.
2. Anteater Behavior: The Anteater appears at a randomly selected location near the food at the beginning of the round.
3. The anteater periodically sticks its tongue in and out. What is the best way to achieve this? (Is it easier for you to build programmatically, or do you need us to build in some way?

**Round**

1. To start each round, show a white screen with the food placed at a randomly selected location.
2. Wait 1 second, then have the ants start walking out from a random edge of the screen that is located at least 200 pixels away from the food.
3. When the ants are moving, the legs of the ants should move forward and backward as shown in the gif file. What is the best way to achieve this? (Is it easier for you to build programmatically, or do you need us to build in some way?

**Movement of Ants**

1. Ants are always moving forward. When they get to the edge of the screen randomly turn left or right.
2. When the user touches to the left or to the right of the ants, have the ants turn in the same direction. The first ant turns and the remaining ants turn the same direction when they reach the position of the first ant.
3. If the ants run into each other, have the ants fade away over 1 second and restart the round.
4. When the ants arrive at the food, the ants (and anteater if present) fade away over 1 second and the food rotates 3 times.

**Game Ends**

1. On the last round, when the ants reach the food, have the ants scatter across the screen instead of disappear. Have food rotate 3 times.

**Round Summary**

1. Egg, 1 ant
2. Cupcake, 3 ants
3. Chicken, 5 ants, 1 anteater
4. Bananna, 7 ants, 1 anteater
5. Bacon, 9 ants, 1 anteater, increase speed of ants
6. Gum, 11 ants, 1 anteater, increase speed of ants
7. Peas 13 ants, 1 anteater, increase speed of ants
8. Pepper, 15 ants, 1 anteater, increase speed of ants
9. Hot dog, 17 ants, 1 anteater, increase speed of ants
10. Candy, 19 ants, 1 anteater, increase speed of ants