**NunoErin Ants Feedback 2/13/16**

**Anteater**

1. One levels with 1 moving Anteater, have Anteater start walking at the beginning of the level. Have the Anteater’s begin walking in the direction of the ants. When the Anteater reaches the edge of the screen, flip horizontal and have anteater walk to the edge of the other screen.
2. One levels with 2 moving Anteaters, have Anteater start walking in opposite directions at the beginning of the level. When the Anteater reaches the edge of the screen, flip horizontal and have anteater walk to the edge of the other screen.
3. We updated the Anteater files (the tongue is pink and his legs move)

**Food Size**

Please reduce the size of food as indicated

1. Egg, keep current size
2. Cupcake – - reduce to ½ current size
3. Chicken, - reduce to ¼ current size
4. Banana, - reduce to ¼ current size
5. Bacon, - reduce to ¼ current size
6. Gum, - reduce to ¼ current size
7. Peas, reduce to ½ current size
8. Pepper, reduce to ½ current size
9. Hot Dog, reduce to ¼ current size
10. Candy, reduce to ¼ current size

**Ant Controls**

It is too difficult to turn the ants to the left or to the right. Could you add a tolerance so that it easier to control? Please use your best judgment and experience to determine this.

**Finish Round /Game – Winner Feedback**

1. On Rounds 1-9, if the ants reach the anteater, play the “AnteaterEatsAnts” .wav file and have the ants disappear.
2. On Rounds 1-9, when the ants reach the food, have the ants scatter across and run off the screen and and make the anteater disappear. While the food is spinning (We loved that!) play the “AntsEatFood” .wav file.
3. On Round 10, when the ants reach the food, have the ants scatter across the screen, then form a line and walk into the shape a heart. After they have formed the heart, have them walk off the screen.

**Round Summary**

We realized the rounds are a little too easy and would like to increase the difficulty as summarized below. There are 5 Ant speeds. Please make Ant Speed 1 the the same speed that is implemented for the gum.

1. Egg, 5 Ants - Ant Speed: 1 - No Anteater
2. Cupcake, 7 Ants - Ant Speed: 1 - 1 Anteater: No Movement
3. Chicken, 9 Ants - Ant Speed: 2 - 1 Anteater: Move Left to Right - Anteater Speed: 1
4. Banana, 11 Ants - Ant Speed: 2 - 1 Anteater: Move Left to Right - Anteater Speed: 2
5. Bacon, 13 Ants - Ant Speed: 3 - 1 Anteater: Move Left to Right - Anteater Speed: 2
6. Gum, 15 Ants - Ant Speed: 3 - 1 Anteater: Move Left to Right - Anteater Speed: 3
7. Peas 17 Ants - Ant Speed: 4 - 1 Anteater: Move Left to Right - Anteater Speed: 3
8. Pepper, 19 Ants - Ant Speed: 4 - 2 Anteaters: Move Left to Right - Anteater Speed: 4
9. Hot dog, 21 Ants - Ant Speed: 5 - 2 Anteaters: Move Left to Right - Anteater Speed: 4
10. Candy, 23 Ants - Ant Speed: 5 - 3 Anteaters: Move Left to Right - Anteater Speed: 5