

The AntGame

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- Distractions
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Demo!

Challenges

Unity Game with 50-100k Agents

Integrating gameplay with  **UCrowds**

Configuring the behaviour of the agents

Game idea: a tower defants game

Use crowd simulation features as core mechanics of the game

Ants attacking your home

Place objects & distractions

Kill the ants

Survive until bug spray arrives

Distractions

Idea: Place distraction in real time.

- Solution: Use Exit block.
- Challenge: Adding distraction in real time.

Limitations:

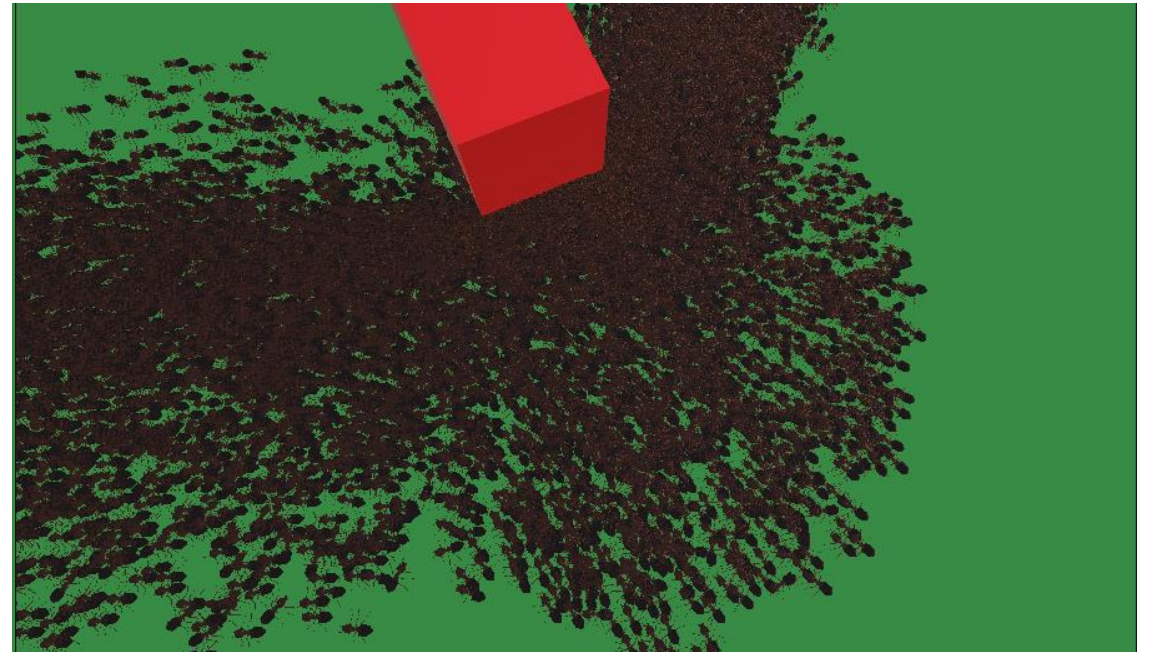
- Agents cannot change destination in real time.
- One distraction only.
- Somewhat buggy.

Heatmap

Increases performance

Increases visibility

- Allows for quick density look-up



Demo Time!

Future improvements

Ability to kill ants

Heterogeneous terrain

More distractions

More complicated level(s)

- Prettier
- More static obstacles
- Ants from multiple directions

Take home message

Integrating **UCrowds** with a game is a real challenge on its own

Hide (expensive) renders if you can

Designing a fun to play game can take some time

Questions?
