UNIVERSITY OF ESSEX

G111 COMPUTING

CE301 CAPSTONE PROJECT

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FIND THE ANT

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# ABSTRACT

Find the ant is a single-player logic-based computer game that helps children and adults improve their strategy skills. Based on similar games such as Minesweeper and Battleships, Find the Ant is a 2D PC board game played on a N x N grid and made up of 3 levels. The game aims to uncover the squares to find the ant with the help of pheromones! (they tell how long ago the ant was in the square)!)

The user can dig a hole in the square to see if that is an ant. If it is, the user has won! If not, there are two possibilities… If the ant has never visited that square, The user gets no information on the whereabouts of the ant. If instead, the ant has visited the square, you will find the ant's pheromone trail there, from which the user will be able to infer how long ago the ant was there. This can be used to decide where to dig next.

Find the ant is programmed using python. Find the ant is compatible with Windows or any PC that can run a .exe file.

# Acknowledgements

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# Table of contents (1 page)

# List of symbols (optional) (1 page)

# Main text (in as many chapters as are necessary) (30 to 40 pages). The core of this section is the technical documentation.

# Project Planning (a review of your project planning and operation including risk management) with evidence in Jira

# Conclusions (1-3 pages)

# References (in IEEE standard)

# Appendices