

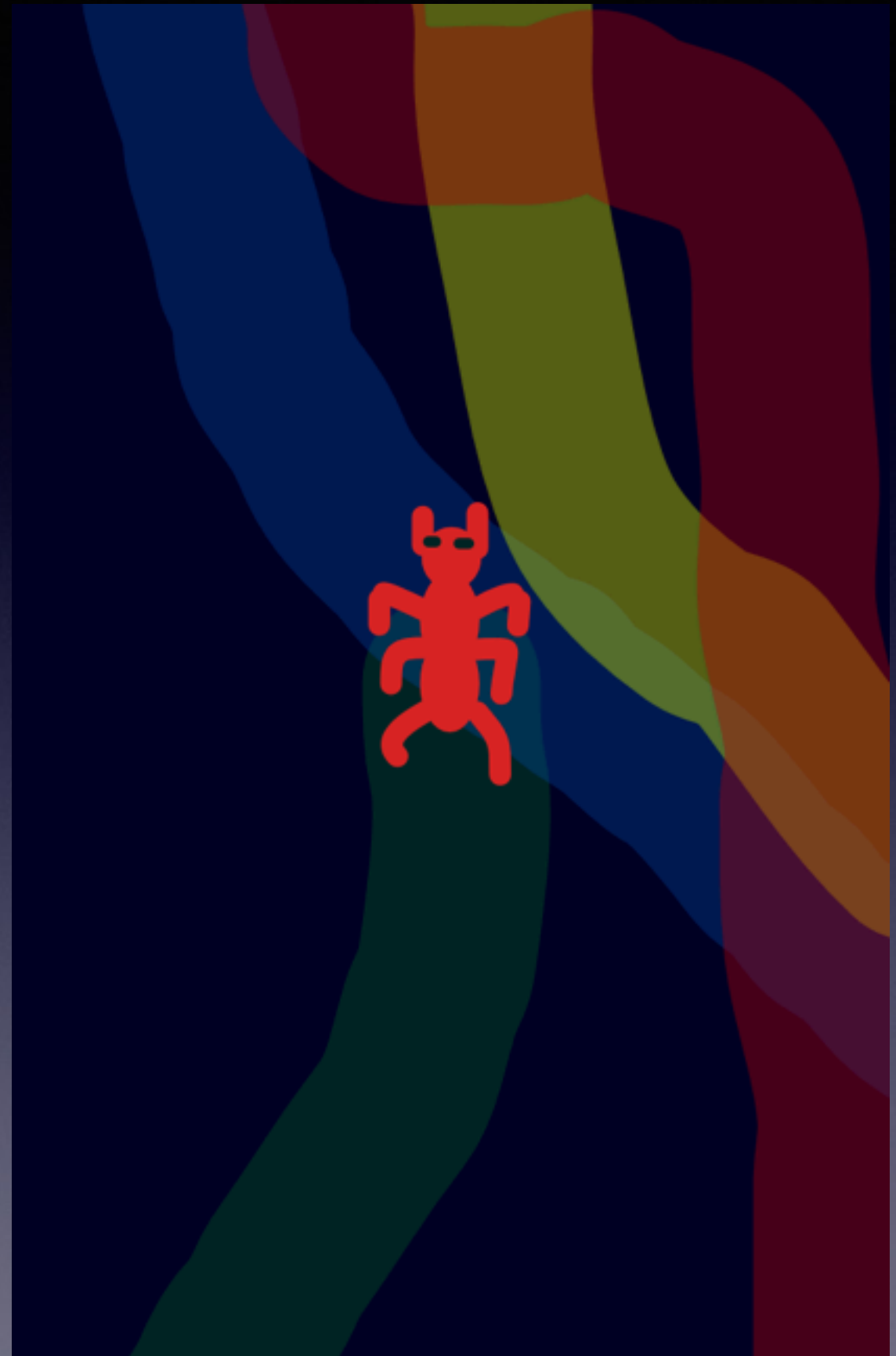
# Team GOAT

## Section 6

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# Concept

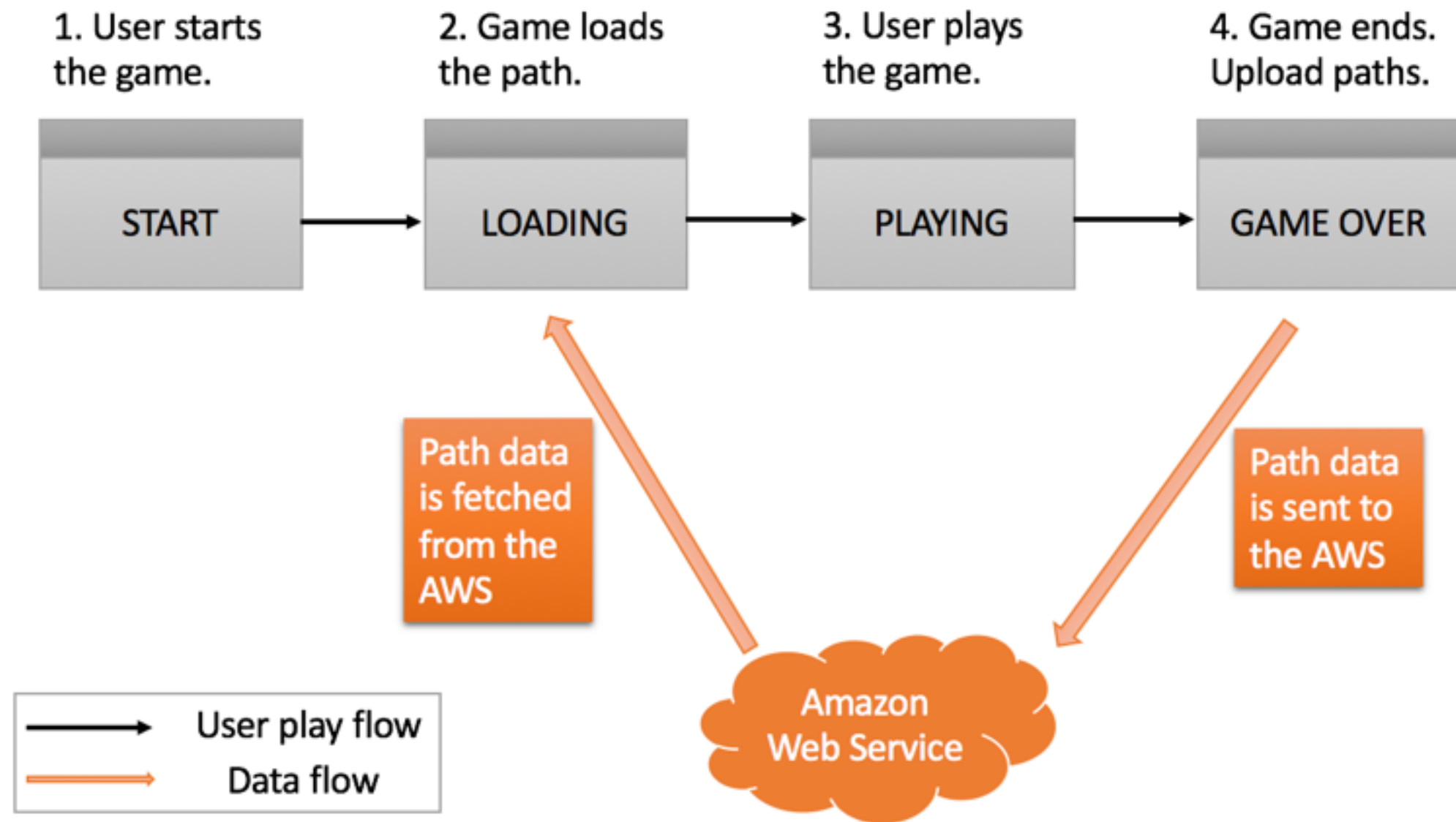
- Game where you play as an ant.
- Leave pheromone trails for other players to find.
- Trails contain information that you can use to help your gameplay.
- Cooperative game - goal is to utilize shared information to help each other accomplish goals and find tasks.



*Concept Sketch*

# Implementation/Design

- Developing in Unity (Lumberyard is Windows only)
- Cooperative multiplayer game but played asynchronously.
- Use cloud to save and load trail data.
- Simple control scheme - pick up and play
- Short game time - focus on information and exploration without downtime and over-investment
- Placeholder art



# Cloud Implementation

Using Amazon S3 to load and store trail data.




# ant game prototype

## Team GOAT



instructions: you are an ant, find food for your colony.  
click and the ant will follow your cursor.

you only have 30 seconds. ants don't live long :(   
don't get eaten by a monster!

ants leave pheromone trails wherever they go.  
the color of the trail tells you what happened to the ant



ran out  
of time



found  
food!



got eaten  
X\_X



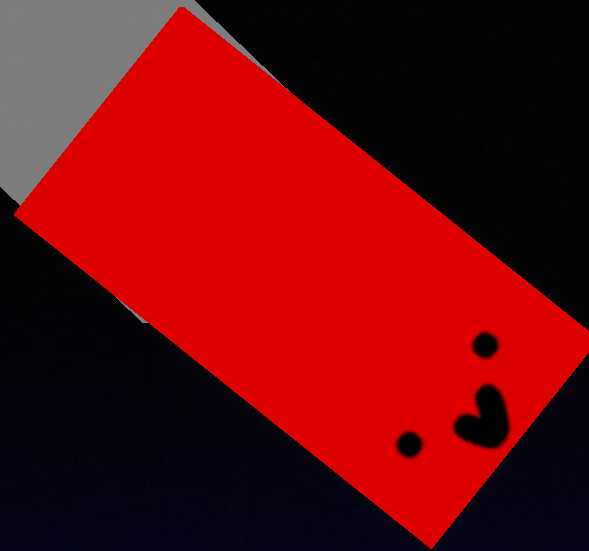
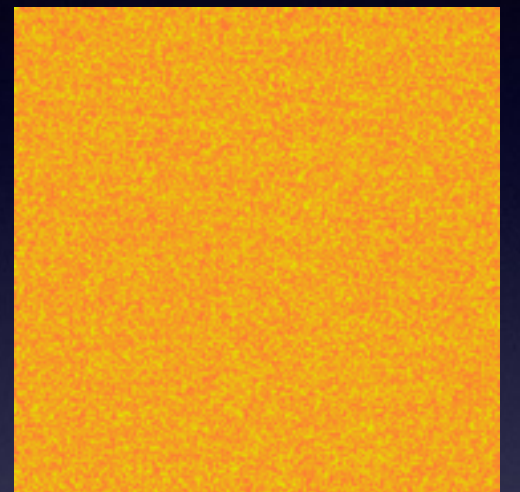
this is  
your trail!

by tim sherman  
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# Instructions

# Let's try it!

Download the game from Slack  
Mac and Windows versions  
Run it at 1024x768 (if it asks)  
8 food pieces - how many can we find?



# Challenges

- Getting AWS to work
- Documentation not always clear, different techniques work for different services
- Once it was configured correctly, worked well
- Race conditions from Asynchronous Requests

# Next Steps

- Make the game world adjust to player actions. Food disappears after being eaten, the game tracks how much food everyone has picked up, etc.
- Better designed world
- More types of trails and tasks



Thanks!

