Colony Wars :

**Goal :**

*By group of 4-5, you will have to make a ‘colony’.*

*A colony is a group of troops and buildings that act together to dominate other colonies.*

*The colonies from all the groups will then be fighting against each other until there is one surviving.*

*The twist is that the colony is playing alone, you will have to code each part of your colony’s behaviour, and the colony will follow this, until the end.*

*You’re turn to think about what buildings to do, what troops to make, what strategy to follow, to win the game*

# Resources :

To make troops and buildings, you’ll already have to gather resources

**Minerals**

Minerals are present on the map, as **minerals quarry**. Each minerals quarry contains **some minerals**. They can gather until this amount is reached after what they will **disappear**.

**Minerals quarry :**

Resources available : 100

Gather time : 2 ticks

**Electricity**

Electricity is a resource that you cannot find on the map at the beginning of the game. To access to electricity, you’ll need to make **electric farms**. After making an electric farm, you can gather electricity on it. **After gathering some electricity on an electric farm**, the farm will have to **reload** and then could be gathered again.

**Electric farm :**

Resources available : 5

Gather time : 2 ticks

Reload time : 5 ticks

# Units :

In this game, there several unit types :

* Gatherer
* Figther
* Shooter
* Raider
* (Tanks) ? ( > buildings )

Each of those units will be instantiated from some dedicated building as TownCenter or barracks by using some resources. **Each unit’s actions must be programmed**. Those units will have some **available methods** to help you giving them the chosen behaviour.

## Methods :

* Moove(Position pos) : void
* canMove(Position pos) : bool
* getPosition() : Position
* getMovementLeft() : Integer
* getHealth() : Integer
* FindResource(Integer range) : List<Resource>
* FindEnemyEntity(Integer range) : List<Entity>
* FindEnemyBuilds(Integer range) : List<Builds>

# Units :

## Gatherer

Description :

Gatherers are allowed to build and gather resources. They are the main purpose of the colony, as without gatherer you don’t have any resources.

Production :

Created in : TownCenter

Cost : 40 electricity, 20 minerals

Time : 15 ticks

Capacities :

* Gather
* Build
* Gather (Resource resource) : void

# Units :

## Fighter

Description :

Fighters are strong warriors able to do a lot of damages to buildings and mounted units.

Production :

Created in : Barracks

Cost : 60 electricity, 60 minerals

Time : 8 ticks

Capacities :

* Attack
* Strong against shooters
* Shooter (strong against fighters)
* Attack (Entity target) : void

# Units

## Riders

Description :

Riders are fast warriors that can move 2 times in a row, this unit is strong against shooters.

Production :

Created in : Barracks

Cost : 60 electricity, 60 minerals

Time : 12 ticks

Capacities :

* Attack
* Move two times in a raw
* Strong against shooters
* Attack (Entity target) : void

# Builds

## Economy Builds :

* + Town center
  + Roads
  + Farm

## Military Builds :

* + Barracks
  + Turret
  + Wall