Customer meeting - Questions

# Visualisation

* Level of complexity 🡪 text/2D/3D
* Preferences for colours/style

# Gaming options

* Navigation/control within simulation : control of speed (length of game), fastforward/rewind/pause buttons, snapshot, zoom
* On-screen info : live score, statistics (food left, food accumulated, ants left, …)
* Options menu to customize display

# Network

* Application/applet
* Visualisation on several computers
* Ant brain upload
* Server to store ant brains and allow players to have online tournaments

# End-users

* Text-file generation (in addition to classic loading) : ant brain editor
* Rules details + tips

# Ant brains and AI

* Ant brain learning through chemical markers : automated protocoles
* Evolutionary genetic algorithms for ant brains

# Additional features

* Automated tournament system
* Miniviews of all games going on in a tournament
* Portability requirements (platform/OS)

# Technicalities

* Telemetry : auto uploading of useful game data to the team website
* Autotesters : mode where game plays itself repeatedly with randomized ant brains