

Colonise Description

Colonise is a real-time strategy game. The player controls an ant colony and the aim of the game is to defeat all other colonies by taking control of them.

From the opening screen, the player can start the game by pressing the space bar. They can exit the game at any time by pressing escape. They can also restart the current level by pressing 'r'. The player's colonies are coloured brown. Grey colonies are neutral colonies that don't generate any ants. Enemy colonies are coloured blue, green and yellow.

The player can select their colony by right clicking on it. This will highlight it. Multiple colonies can be selected by right clicking on each one successively. To de-select a colony, just right click on it again. If you want to de-select all colonies, press 'd' on the keyboard. To send your ants somewhere, left click where you want them to go.

Each colony has a number of inhabitants and a health bar. The health bar is set to 10hp. The number of inhabitants goes up by 1 every half second. When a colony is attacked, it will lose two inhabitants for every ant that is attacking. If a colony is attacked with zero inhabitants, it will lose 1 health point for every ant attacking. Once the health reaches zero, the colony owner changes to that of the attacking ant. Ants can be sent to allied colonies to increase their health or their inhabitants.

Once the player wins a level, a victory screen pops up and they can progress to the next level by pressing the space bar. If they lose, they must redo the current level. The game is designed to increase in difficulty as the player progresses but the random nature of the AI means that no two play-throughs will be the same. If the player manages to complete all levels (which is quite a substantial feat), they will be presented with a victory screen.

The AI for the game incorporates three different 'personalities'. These are 'att', 'def', and 'spray'. The 'att' personality will select random enemy targets and 'focus' on them for a random period of time. It will then send ants at that target at a randomly defined rate. The 'att' colony is set on defeating the enemies and so it will not heal itself if it drops below 10hp. The 'def' personality will keep ants and only use them to heal itself or allied colonies that are below 10hp. The ants that go to allied colonies are sent in random short bursts. The 'def' colony's main purpose is to help out an allied 'att' colony that gets into trouble. The 'spray' personality first stocks up until it has over 15 inhabitants. It will then send an ant to every enemy colony in random bursts. Unlike the 'att' colony, it does not focus on any particular enemy. Also, it will heal itself if it drops below 10hp.