

# Light and Darkness

## Battle Bugs

Ok here is the nutshell docs. There are 10 teams of bugs, the white one you direct. Bugs have attack, defense, movement, power and style. A wounded bug may decide to grab a part on the ground and substitute it for one of those.

Advised the white bugs you communicate through directives that they all may follow (if they are too hungry they will ignore you, in addition there is a random wobble that all bugs suffer from).

The initial screen allows you to set up the teams victory happens when one team is 2/3 or the bugs.

Flee, Hunt and Eat – these are the three styles you can adjust them at any time.

Meet – combined with a clip on the map will give a command for all your units to go somewhere.

Clear – clears current commands.

The rest of the commands tell your units to types of parts and replace better ones with what they have. They cannot determine the level of the part until they are there.

Hunt, Base, and Plant – three types of power.

Hunt – has a burst mode to aid in catching prey.

Base – get the most energy from eating things.

Plants heal when there is light.

Attack is offensive action it also wears the bug down slowing it down.

Defense is armor that reduces damage it also slows the bug down.

Move – directly affects speed – however also hurts fuel efficiency. Fast units can burn a lot of fuel.

Food – find something to eat.

Parts are colored as follows

Attack – Red

Defense – Blue

Move – Yellow

Power – Green

Style – Purple (only computer opponents can use this)

Food – Cyan.

Miscellaneous notes.

Sunlight heals and energizes plants – this world has seasons and they are defined as follows

Spring – Days longer than average but getting longer

Summer – Days longer than average but getting shorter

Fall – Days shorter than average and getting shorter

Winter – Days short than average and getting longer.

Programmers thoughts – love Python and Pygame they've been good to me. Do have one issue – occasionally the randint call crashes in this game and I've never seen that before.

Tools used.

Python

Pygame

Graphics

Kolour Paint

Harmware

Gimp

Windows Paint

Audio

Audacity

Editors

Gedit

OS's

Fedora 2

Windows 98 – version 0