

**WinAnt.**  
**By**  
**David Morrissey.**



**University of Limerick**

**Introduction.**

WinAnt is an adventure game that involves a rescuer (you), a rescuee, several large ants, and a city. The aim of the game is to find the rescuee in the city, and lead her/him to safety, taking care to avoid the vicious ants.

The program was written as a final year project by David Morrissey, a student on Computer Systems degree (B.Sc.). The Computer Systems degree is run by the department of Computer Science and Information Systems at the University of Limerick, Ireland.

The Program is written in Microsoft Visual C++ and is based on the game Ant Attack which was released for the Sinclair Spectrum.

**Installing WinAnt.**

Create a directory for WinAnt and move WinAnt.Zip into it. Then pkunzip WinAnt.Zip.

**WinAnt User Manual.**

**The Plot**

You and your travelling companion stumble on a city that is inhabited by unusually large, human-eating ants. Being curious, your companion steps inside the city and is taken captive by the ants. He/She manages to free her/himself however, and now sits, shocked and trembling, in some dark corner of the city, awaiting your help.

The ants are vicious and hungry. They can sense your presence. They want human flesh. They don't give up the chase. You cannot outrun them.

Your only protection is your survival instinct. Can you find your companion, and lead her/him out of the city in the allotted time?

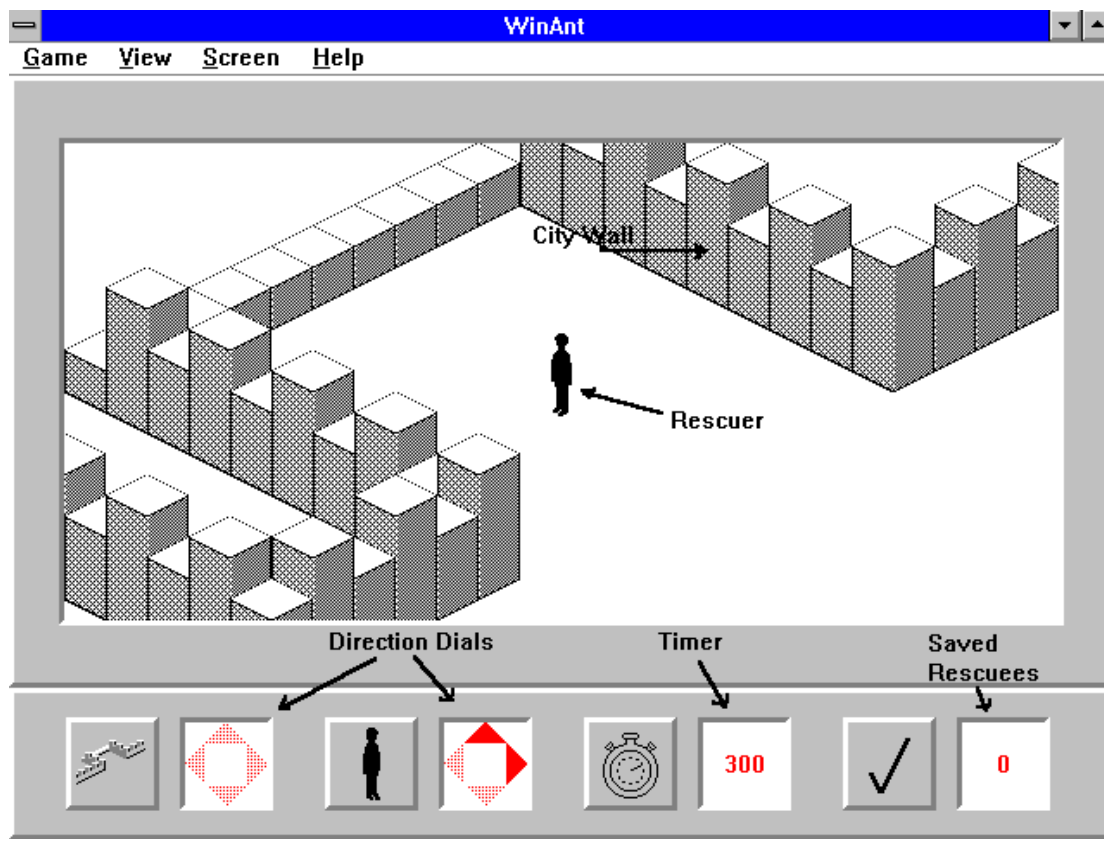
**Gameplay**

You guide your character through a 3D city. The city is walled all the way around and has

only one entrance/exit. The structures within the city, being built by insects, are crude and simple, and contain many possible hiding places, as well as many ant holes. You may climb up walls that aren't too high above your head, and you may jump down from reasonable heights in safety. The game ends if you fail to rescue your companion within the allotted time, or if you are otherwise killed (e.g. from a fall from too high). With time, more and more ants become aware of your presence, and track you down. The effect of an ant bite is a reduction in your remaining time. Stay safe from the ants by climbing onto a block, out of their reach.

When you complete your task, you will be presented with an even tougher challenge.

## The Screen



### Rescuer

You control this character.

### City Wall

Surrounds the whole city. There is only one entrance/exit.

### Direction Dials

These guide you to the exit and the rescue. The directions highlighted in red indicate

which keys to press to bring you closer to your target.

### **Timer**

This indicates your remaining time.

### **Saved Rescues**

This shows the number of rescues you have saved so far.

## **Controlling the Rescuer**

The rescuer is moved using the following keys.

<b>Action</b>	<b>Key</b>
Move Left	Left CursorKey
Move Right	Right CursorKey
Move Up	Up CursorKey
Move Down	Down Cursor Key
Jump	Shift Key

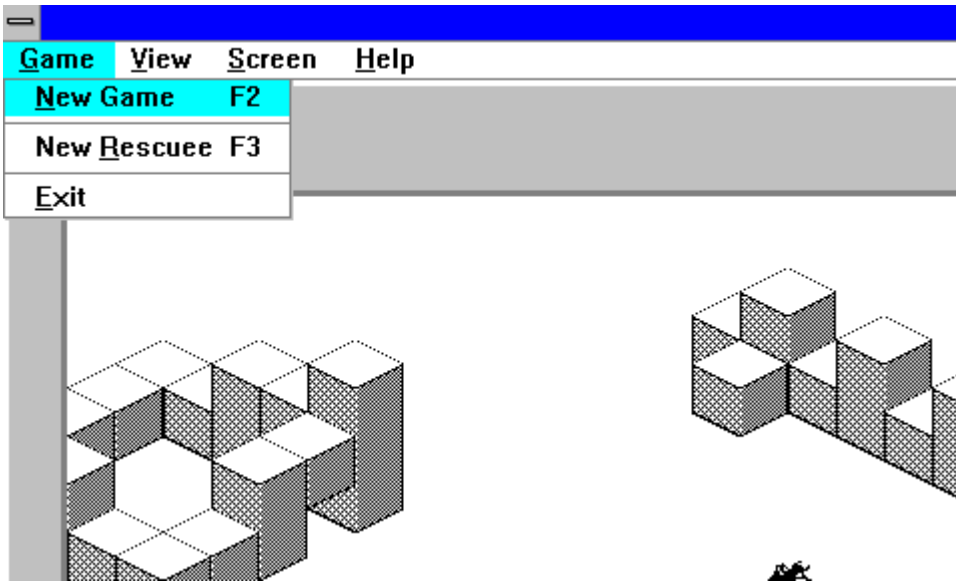
To jump in a certain direction (e.g. left), press the jump key and the direction key simultaneously.

## **Controlling the Rescuer**

The rescuer, once rescued, will follow the rescuer. Should the rescuer become trapped behind buildings etc. you must direct the rescuer back to fetch her/him.

## **Menu Commands**

### **The Game Menu**



### **New Game (F2)**

This option restarts the game from scratch.

### **New Rescuee (F3)**

This option puts you back at the entrance to the city, and places a rescuee somewhere in the maze. Your time does not get reset, but information about rescuees saved so far remains valid. Use this menu command if, for instance, you become trapped in a hole and cannot escape.

### **Exit**

Use this command to close WinAnt.

## **The View Menu**

### **Rotate (F4)**

This command will cause the city to be viewed from a different angle. There are four possible angles, each a further 90 degrees anti-clockwise. Using this command four times will restore your original view. Pressing the function key F4 changes your viewing angle.

## **The Screen Menu**

### **Wider, Narrower, Taller, Shorter (F5, F6, F7, F8)**

Use these four commands to control the size of the city scene. A large scene allows you to see as much as possible, but may slow down the game. A smaller scene may not show you much, but should increase the speed of the game.

### **Colour (F9)**

By checking or unchecking this menu option, colour is added or taken away. Using

colour slows down the game considerably. Unless you have a very high performance PC you should uncheck this option.

### **Who are we?**

The University of Limerick is located on a riverside campus at the heart of the 600 acre National Technological Park at Plassy about 3 miles from the ancient city of Limerick. The Technological Park houses such companies as Wang Laboratories (hardware and software), SWS (Software Conversions), Travellers (Insurance Software) and Ashling Microsystems (electronics). Limerick city is the location chosen by Dell Computer Corporation for its European Manufacturing Facility which supplies PC's to all its European and Canadian sales subsidiaries.

The Department of Computer Science and Information Systems offers a BSc in Computer Systems, a Graduate Diploma in Computing, and supervises research work leading to an MSc or PhD in Computer Science. In addition, the department services the computer instruction needs of other departments in the University .

The BSc is a four year degree which includes a substantial software project in the final year. WinAnt is one of these projects.

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### **A personal note.**

If you find this program useful, or have some comments regarding the user interface, or

features that are missing, or bugs that you find please Email me at  
COUGHLANM@UL.IE or write to me at the following address.

Michael Coughlan  
Department of Computer Science  
and  
Information Systems  
University of Limerick  
Ireland.

We hope to rewrite WinAnt this year to take advantage of Microsoft's new graphics  
routines (WinG) and will try to incorporate any suggestions.

**Finally.**

Greetings to Wally Ryder, Connie Roussos and Jack Beidler who were here as visiting  
Professors over the last few years.