Website Example - Ant War Game

This document provides a visual snapshot of what this website looked like when I designed it. It may have been changed or redesigned since then.

Desktop - Homepage

About Ant War

History of Ant War

Introduction: Sim Zergling

Before Ant War was even conceived of as an idea, before I (MDoulos) even joined the Starcraft 2 Arcade as a developer, a developer named Vanished laid the foundation for what would become Ant Colonies and then Ant War.

Vanished published Sim Zergling in 2015 and it did not enjoy much fanfare due to it's complicated options, severe lag, and unresolved bugs. Despite its lack of success, Sim Zergling laid the foundation for later games with concepts such as: a map made out of dirt units that needed to be dug through, a queen that needed to be protected or else the player would lose, a map layout that is almost identical to "Standard" in Ant Colonies and "Basin" in Ant War, zerglings used as the primary fighting force, and specialist units including roaches and ultralisks.

Ant Colonies, the first "ant game".

Another developer named Kenoli played Sim Zergling after it launched in 2015. Kenoli took note of the problems he saw with Sim Zergling and seeing more potential for the game type, published an iteration of the game that was more elegant and relatively bug free, called Ant Colonies. Ant Colonies was first published in September of 2016 and went through a handful of iterations. In May of 2017, right before ending further development of Ant Colonies, Kenoli released a developer (dev) map of Ant Colonies so that other people could learn how to use the Starcraft 2 Galaxy editor and potentially make and publish their own iterations and ideas for ant maps if they'd like.

Kenoli made his map open source fairly quickly, even before he released the dev map, he allowed other players to have a copy such as a player named Moon who created an Ant Colonies modification (mod) called Ant Colonies – The Evolution. Unfortunately The Evolution did not differ much from Ant Colonies, was buggy and unbalanced, and the project was abandoned without leaving beta.

Among others who would go on to develop small mods of Ant Colonies, two developers in particular started working on their own versions of Ant Colonies. Metrick used the dev map to make Metrick's Ant Colonies which featured different environmental elements such as hostile insects and weather events. Galsss (aka TheElephant) used the dev map to make Ant Colonies Ant Nob after his clan name Ant Nob, a play on the word Newb. Ant Colonies Ant Nob was primarily a graphical update to structures and units featuring real ant models instead of zerg drones and zerg zerglings. It also featured new map choices and team options.

Learning to Develop Ant War

Meanwhile, over the winter of 2017 and 2018, I played a lot of Ant Colonies and acquired a decent skill level by watching replays everytime I lost, in order to learn from the winner's actions. In February of 2018, I was recruited by the Ant Nob clan and started playing Ant Colonies Ant Nob. On February 21st I began helping the developer Galsss design fun ant themed button art after I volunteered my Photoshop abilities. A few days later, after I showed interest in exploring the Starcraft 2 galaxy editor, I was given a copy of the Ant Colonies open-source dev map by Galsss to play around with.

Starting on February 24th of 2018, I began asking questions in the Ant Colonies and Ant Nob discord servers and received answers to extremely basic editor questions as I took my first steps into the overwhelming world of the galaxy editor. Developers such as Kenoli himself, Metrick, and Galsss were quick to reply to the different questions I had about the dev map and how to do the different things I

2015

Sim Zergling Published by Vanished, inspiring Kenoli

2016

Kenoli begins development on Ant Colonies

September 25 2016

Ant Colonies Published by Kenoli

May 2 2017

Kenoli makes Ant Colonies open source

Summer - Winter 2017

Metrick makes Metrick's Ant Colonies

Summer 17 - Spring 18

Galsss makes Ant Colonies Ant Nob

February 2018

MDoulos recruited to the Ant Nob clan and helps make Ant Nob UI artwork.

February 24 2018

Development begins on Ant War

How to Play

Ant War is a very simple strategy game that has only one goal. That goal is to create a large army using the income you obtain from a multitude of workers in order to kill all enemy ant queens while simultaneously protecting your own.

Goal

- You will win if you kill all enemy ant queens.
- You will lose if your own queen or all allied ant queens die.

Frequently Asked Questions

Q: What new player mistakes should I avoid?

Q: How do I make creep using the Wood Ant Queen?

Q: How do I make creep using the Black Ant Queen?

Q: What's the best ant race?

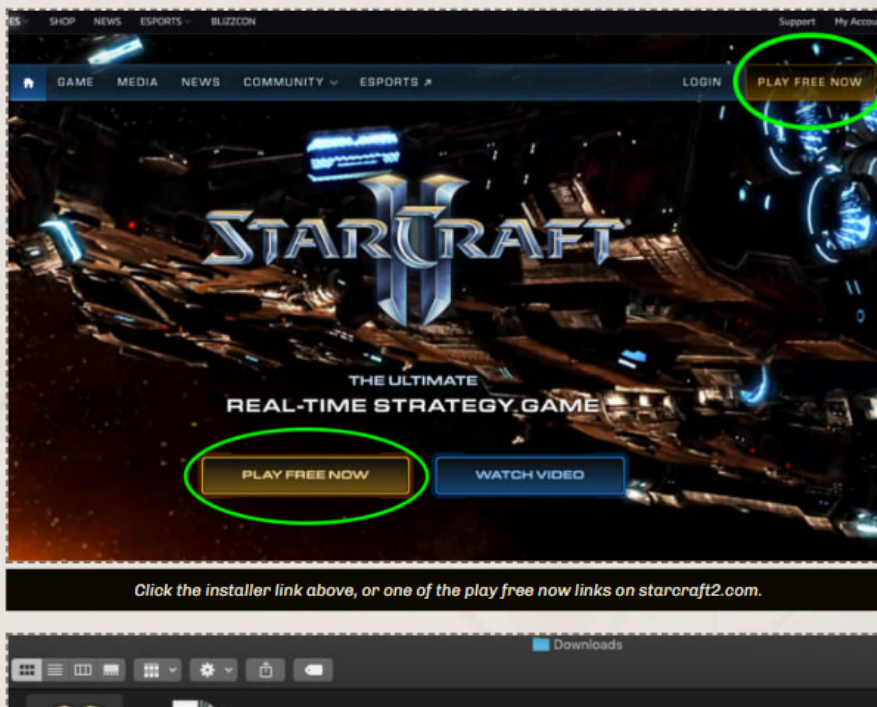Q: I keep losing, how can I get better?

Install

Ant War is a free to play game in the Starcraft 2 custom game arcade using the SC2 game engine, which itself is also free to play. To play Ant War, you'll need to download and install the Starcraft 2 Battle.net game client. Instructions are included in a tutorial below. If the game is already installed, you can jump to how to Find or Host Ant War Lobbies or how to Make it Easy to Find Ant War.

DOWNLOAD INSTALLER   **STARCRAFT 2 WEBSITE**

How to Install Ant War

Below is a tutorial covering how to install the Battle.net client which is required to play Starcraft 2 and also Ant War by nature of it being in the custom game arcade. If you already have access to Ant War and would like to learn the game, click How to Play to learn more.

Click the installer link above, or one of the play free now links on starcraft2.com.

ANT WAR

THE #1 STRATEGY GAME ON THE STARCRAFT 2 ARCADE

LEARN TO PLAY

WHAT PLAYERS SAY ABOUT ANT WAR

★ ★ ★ ★ ★

"ANT WAR IS AMAZING"

-AXIS

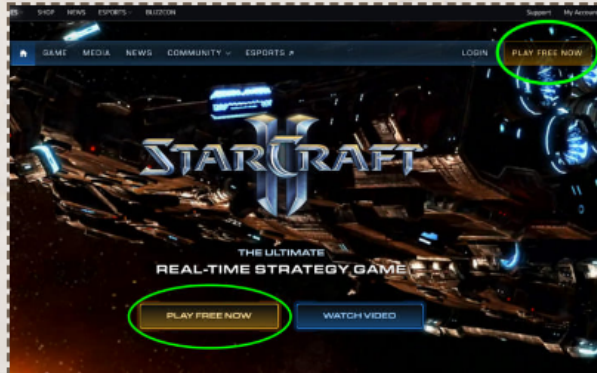A **New Queen** in a Brand New World

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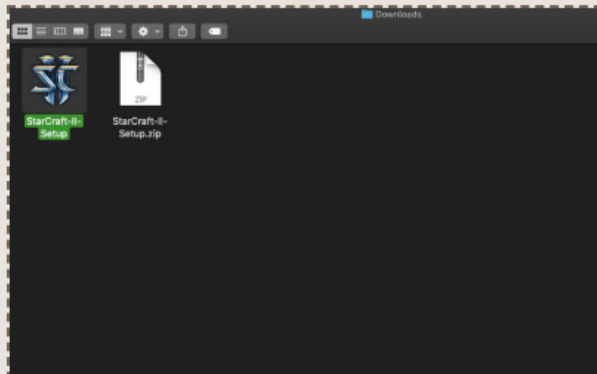
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Unzip Starcraft 2 Setup and double click it to open the installer.