

pygame

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VillagerSim

VillagerSim - 1.2.0

Tags:

[Nick Jarvis and Nick Wayne \(nickandnicksgaming\)](#)
2d pygame simulation

Description

A game we've working on for a while now. Our goal for this is to create an AI that can grow and colonize a world by itself without player input. Unfortunately as the AI isn't exactly working, we've added controls to work things such as placing buildings. Right now the entities that you will see are farmers, lumberjacks, and a builder because they are the only ones working. We are choosing to work on more engine based things for now, so updates might be less often.

TO RUN: run the "NewVillagerSim.py" file

This is one instance of the entire world rendered at once:

An instance of the entire world rendered at once!

Short demo - <https://www.youtube.com/watch?v=9FjXN3hYSMI>

Changes

We are reworking a lot of the code, so this is mainly a fix so that the file size is much smaller, the code runs on linux natively, and it isn't so slow.

spotlight



SGC - 0.2.1



gLib Reloaded - 0.5.9

our projects

pygame.org welcomes all python game, art, music, sound, video and multimedia projects. If they use pygame or not.

recent releases

Nov 17, 2015



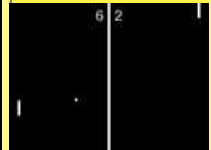
London's Burning! - Free and open source

Nov 12, 2015



Color Tower Defense - 2.24

Nov 11, 2015



Pygame SGE - 0.21

Nov 8, 2015



koxinga - v0.2.1b

Oct 16, 2015



Frijolin - 0.9

Oct 9, 2015

In this version we actually have "working" ai.

- The pathfinding and movement of lumberjacks and farmers is improved (they even try to avoid water!)
- lumberjacks and farmers spawn in the center and move out to gather and plant
- clean(er) code (in some parts)
- New managed github repository

Links

Home Page: <http://nickandnicks.yolasite.com/villagersim.php>

Source: <https://github.com/JarvisTheJelly/villager-sim>

Windows: <https://github.com/JarvisTheJelly/villager-sim>

Screenshot



[click to view original size](#)

Releases

VillagerSim - 1.2.0 - May 18, 2015

VillagerSim - 1.1.0 - Jun 5, 2014

VillagerSim - 1.0.5 - Mar 5, 2014

VillagerSim - 1.0.0 - Mar 2, 2014

23 Comments

pygame

1 Исследовательс...

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metulburr · a year ago

Currently your program is Windows specific. Linux is case sensitive. Thus on Linux/mac when you run your program you get a pygame.error: Couldn't open Images/Tiles/Baby_Tree.png because the filename is actually baby_tree.png. Plus you have more files with extensions that are also uppercase in which i assume based on other posts here, that you are still loading it as lowercase.

However i dont even know how to run your program as you threw all your source code in the root directory. I tried a few py files and got some tracebacks, then tried test.py, no file called the AICivGame.py, then i gave up. I tried test.py on both linux and windows and get a black pygame window. Your readme does not describe how to test/run your code. So at that point i pretty much deleted it.

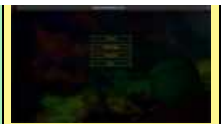
and you should read this regarding star imports <http://www.python-forum.org/vi...>

5 ^ | v · Reply · Share



Jeremy Gagnier · 2 years ago

This sounds really really awesome. If the computer can eventually colonize parts of the world, you could make it into a really awesome game where the



Project Interstellar - 0.3.3.1 alpha



Turn Soccer Online - 0.0.8.3.1a

Sep 11, 2015



PC-BASIC - 15.08

Sep 6, 2015



Far West 1789 - 0.0.1



Learn Music - 1.1

Aug 26, 2015



Planet GP - 1.2

Aug 25, 2015



PB-Ball - 1.6

... more!

player tries to disrupt them, or destroy them!

1 ^ | v · Reply · Share ›



Rag'd · 2 years ago

Careful. I'm under linux and there a problem with uppercase letter. The program call .png and the image is .PNG !

1 ^ | v · Reply · Share ›



Nick Jarvis → Rag'd · 2 years ago

Please elaborate, is this a problem with every call to open a .png file or just at a certain part?

^ | v · Reply · Share ›



Rag'd → Nick Jarvis · 2 years ago

For few images. I think you work under Windows OS. This OS don't care about upper/lowercase unlike Linux (when you call a file with python, it require a OS call).

call Images/Tiles/MinecraftGrass.png -> MinecraftGrass.PNG
call Images/Tiles/Sand.png -> Sand.PNG
Images/Buildings/Dock.png -> Dock.PNG
Images/Entities/Villager.png -> Villager.PNG
Images/Buildings/Dark_LumberYard.png ->
Dark_Lumberyard.png
Images/Buildings/Red_Lumberyard.png ->
Red_LumberYard.png

^ | v · Reply · Share ›



Nick Jarvis → Rag'd · 2 years ago

So to be clear, Just those are causing the error?
Would changing them all to uppercase break the program too? (Sorry I have very little experience on Linux)

^ | v · Reply · Share ›



Rag'd → Nick Jarvis · 2 years ago

Exactely, just a difference uppercase or lowercase beetwin the call and the file occure the crash of the file image load - for Linux (and other unix systems) !

But, it's very simple to correct this with carefully name the files and the calls.

(sorry for my bad language, i'm french)

^ | v · Reply · Share ›



Nick Jarvis → Rag'd · 2 years ago

Oh no problem. I've gotta figure out how some of our files are uppercase while some are not... Thank you very much :)

^ | v · Reply · Share ›



Ireneusz Imiolek → Nick Jarvis · 2 years ago

Looks interesting and very promising. Well done!
Regarding the letter case, best way to go about it is just go through all folders and change all *.PNG to *.png and change the 2 LumberYard files mentioned by Rag'd (Dark_LumberYard.png, Red_Lumberyard.png) - That's all I had to do to start it under Ubuntu.

^ | v · Reply · Share ›

**miezebieze** → Ireneusz Imiolek · 2 years ago

I think the best is, to lowercase ALL the directories and files (resources and code). This way, there will be few if not any errors. It's also viable for developers on case sensitive operating systems. Imagine two files with the same spelling but different casing; windows would cry and shout already while extracting.

^ | v · Reply · Share ›

**Nichromo221** · 3 months ago

Looks great! :D

^ | v · Reply · Share ›

**Yaugho** · 6 months ago

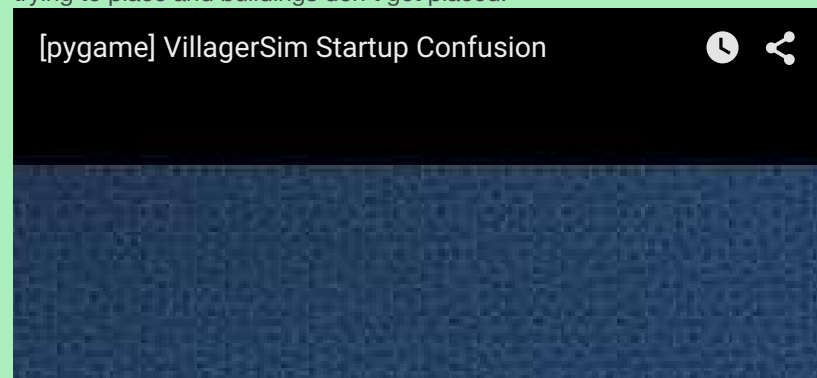
Adding compatibility to lower screen resolutions would help, I had to edit the screen size a bit, looks like your running Widescreen way above my native resolution so on first startup the I only saw about half the screen either way. Running it seemed smooth although I had a few instances where the villagers seem to start in water? (not sure if this is due to my screen_size edit) Due to this my cmd gets flooded with the 'SOMEONE IS DROWNING' print() message. -Looks great so far, will continue to play/mess with.

^ | v · Reply · Share ›

**Iwan 'qubodup' Gabovitch** · a year ago

Runing on Arch Linux. Annoying mousegrab and fullscreen, had to get into the code to do window mode and set resolution. Black screen at beginning made me think the game might be broken.

I'm not sure what's going on: people are running on water, there's on building info and it seems that I have no control over which building I am trying to place and buildings don't get placed.



see more

^ | v · Reply · Share ›

**Nick Jarvis** → Iwan 'qubodup' Gabovitch · a year ago

Unfortunately this is the state we left the game in. The spawning and AI was broken and after a lot of headaches and time we lost interest on the project. I'm not sure when or if we will get back to it. I do miss it but I also like working on new projects.

^ | v · Reply · Share ›

**Markus H** · a year ago

Have fork it at Github <https://github.com/MarkusHacks...> now it run at linux, change import * into right.

^ | v · Reply · Share ›

**MattFire1337** · 2 years ago

Wow... I wish I could program something like this. This is awesome

^ | v · Reply · Share ›

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No user comments have been submitted.

for pygame related questions, comments, and suggestions, please see [help \(lists, irc\)](#).