New Terra -CM Adams

Background/Project Goals:

New Terra is a text based, society, survival simulator game initially created for *Adventure Jam 2022* on itch.io. The game itself was originally conceived as a dynamic story that maintains a level of uncertainty in its outcomes that it propagates intrigue and replayability while maintaining a subtle simplicity so that newcomers to the genre aren't overwhelmed. The project takes direction from such games as Frostpunk, Endless Space 2, and Europa Universalis 4. *New Terra* was later featured at the "Southern Fried Gaming Expo" in Atlanta, GA.

In *New Terra*, the player assumes the role of the commander of a colony of humans sent out from the dying Earth, attempting to live and thrive on a new world. To survive, the player must make the right decisions and properly deal with problems as they arise. The project itself was created by a team of 5 people, where I was responsible for systems programming, sound, and general game design with the rest of the team. *New Terra* is currently in development with the intention of developing the story and systems into a full game; Due to this, the source code of the game isn't available, but the full demo is available to play in my portfolio for Windows, and a gameplay video is available for viewing if that is preferable or you don't have a computer running Windows available; The following section below goes over aspects of the code.

Structure:

New Terra employs a singleton broadcaster class that dictates interaction with the player for each turn; since the player views all events/reports they receive in their agenda, this class is known as Agenda, and its most important method is Agenda.turn(). Agenda.turn() is run everytime the player clicks the end turn button on their screen. From there, it is checked whether the player has addressed all mandatory items in their agenda or not. If the player has addressed all of their items, then the turn passes and a new agenda is created.

At the beginning of the game, the player hasn't discovered any of the areas in *New Terra*; Over the course of the opening turns, the player will sound out their agent to explore each area and report back. As each area is discovered, people will move to the area and gradually, events will occur in the area, both good and bad. Each event itself has a base chance of occurring which is changed by the player's decisions when receiving reports and events. This system is fairly simple but allows for dynamic gameplay to occur and for each player to have a unique experience.