Game Playing

I need a game that simulate the real life of a civilization in the world.

The player will be able to manage a new civilization from only two families (may be more if he needs to be more easy) and grow this civilization to be a powerful one among other civilizations in the world.

To be able to manage the whole civilization, the player is provided a list of systems that deliver a full control over all aspects of the civilization, and here are the details of each system.

Social System

The civilization core resource is the human, and all civilization aspects is to serve that human and keep it happy.

The human comes in two types (Man, Woman), and any man in the civilization can marry a woman which is not his mother or sister or daughter, this happens by the man to send a marriage proposal to the chosen woman among non-married women, and waiting for response from her.

The man chooses a woman based on some conditions like (the age, the wealth, the religion, …), and also the woman accepts based on these conditions.

If the woman accepts a marriage proposal, a new family exist and start producing children to the civilization, the family is restricted to only 2 children, and may cannot produce children at all, based on a random sampling of the population.

At some conditions, like a woman that cannot produce children or a man that cannot too, or temper of each spouse, a divorce may happen between a two married humans.

As a new human comes to life, an end age is assigned to him at random sampling, and as soon as he reaches to this age, he died, he may die also for illness or not enough supplies, or in war or attacks, …

Any human can have relations with any other human is his civilization or another civilization, and this relation can range from rivals to friendship.

When the man searches about a wife, he starts with his known people which his relation is good and with his family members, then he starts searching in the remaining women.

At this point, the social system comes to manages these interactions, and recording the existing humans in the civilizations and the relations with others (marriage, children, friends, rivals, …).

In the social system panel, the player can control how many wives the man can have, what is the maximum allowed children for the family, is the marriage of sisters is allowed or not, the minimum and maximum age of marriage for both men and woman, allowing relations with other civilizations, and so on.

Resources System

The world has many resources that spread in the world map, these resources includes

* Natural resources like (Timber, Stone, Water, Soil, Fish).
* Minerals like (Iron, Coal, Copper, Gold, Marble, Silver, Tin, Lead).
* Crops like (Cotton, Corn, Rice, Wheat, Sugar, Tea, Potatoes, Apples, Panamas, Coffee, Onions, Olives, Lemons).
* Animals like (Cow, Cattle, Sheep, Chicken, Goat).

All civilizations have access to all resources in the world, and once one civilization has access to any resource, it has the option to share this resource with others, or keep it for herself.