

# METROPOGEN

LICENSE: GPL

[github.com/Domicilius/Metropogen](https://github.com/Domicilius/Metropogen)

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## *Tool to create 24hrs of random events*

Parses JSON files to create a list of events that occur around landmarks within a region.

Primary use is to simulate a region to allow more “realistic” descriptions for worldbuilding and tabletop GMs.

Can model any set of landmarks within a region, such as buildings within a city, villages in a river delta, troop brigades on a battlefield, rooms in a dungeon, ships in a fleet, etc.

```
ada ~/cs410rust/metropogen cargo run
  Finished dev [unoptimized + debuginfo] target(s) in 0.13s
  Running `target/debug/metropogen`
[City of Townsville]
[Morning]      [The North-East Guardhouse]    [Guards have morning meeting]
[EarlyDay]     [The Gleaming Spindle (Shop)]    [Katrina visits the shop]
[EarlyDay]     [The Gleaming Spindle (Shop)]    [Guards walk by]
[MidDay]       [The Gleaming Spindle (Shop)]    [Wealthy customer closes shop for private shopping spree]
[MidDay]       [The North-East Guardhouse]    [Local criminal brought in for misdemeanor]
[LateDay]      [The Gleaming Spindle (Shop)]    [Guards walk by]
[EarlyNight]   [The Hopping Toad (Tavern)]    [Guards walk by]
[EarlyNight]   [The Gleaming Spindle (Shop)]    [Guards walk by]
[MidNight]     [The Hopping Toad (Tavern)]    [Local gang shakes down proprietor for protection money]
[MidNight]     [The Hopping Toad (Tavern)]    [Guards walk by]
[MidNight]     [The Gleaming Spindle (Shop)]    [Guards walk by]
```

## Planned features:

- Event exclusivity support
- “If then” event probability support
- Graphical interface for ease of use
- Extensive example files