**Start**

Пустой объект Settings, содержащий скрипт с основными настройками

Settings script: start()

{

Загрузить settings.json в Settings script.

1. метка language = “English”; // по-умолчанию English
2. метка firstLaunch = true; //первый запуск
3. имя "NamePlanet" = “Alpha-001”;
4. метка “SavedSessionExists” = false;
5. string “technologicalLevel” = 0;// NPlanets 0-100, 1-50, 2-20, 3-10
6. string УровеньСложности = easy/medium/hard/master //????

Присвоить значения переменным public:

string language,

string NamePlanet,

bool firstLaunch, // первый запуск

bool SavedSessionExists

int NPlanets

}

Если запуск первый, то:

if (firstLaunch)

{

// prefab

|  |
| --- |
| MB  Title: “Chose the language”  “English” [квадратик с галочкой]  “Русский” [квадратик без галочки]  Button ”OK” |

Settings script: "language" изменить, если выбран не English

settings.json: "language" изменить, если выбран не English

(Потом: добавить возможность менять язык в процессе игры)

(Потом: добавить возможность выбора уровня сложности)

}

else

{

if (!SavedSessionExists) // начата новая сессия

{

Settings script: сгенерировать NamePlanet

settings.json: изменить NamePlanet

settings.json: метка "первый запуск" ложь

}

else // есть сохраненная игра

{

// всё сохранить в settings.json

}

}

MB

Title:

|  |  |
| --- | --- |
| Welcome to New Planet! | Приветствуем в New Planet! |

Text:

|  |  |
| --- | --- |
| Your native planet ИМЯ\_ПЛАНЕТЫ is at death’s door. Find a new home for dwellers to save them | Твоя родная планета ИМЯ\_ПЛАНЕТЫ на краю катастрофы. Найди для жителей новый дом, чтобы спасти их |

Button OK

"settings".json: метка "new game" ложь (для выбора при следующем запуске – продолжать или начать новую сессию)

As soon as the game finishes, setting of “new game” start be true;

Scene with ScyBox without planets

"settings".json: download data about stars (на этом этапе создать json)

Prefab:

Eight rectangles with kinds of disaster are on the prefab.

All of them are blocked instead of the first one.

Active rectangles include 3 stars which can be filled by color or not.

When the disaster is chosen information about it will be downloaded from file settings.

Окно загрузки

* rotating Sun and Moon
* progress bar with per sent

1 disease (ошибка ученых/действие злодея/)

1. Resources can be carried from the native planet.
2. People die.
3. Hospitals exists.
4. The level finishes when there are not people on the native planet
5. (two-sided process bar).
6. Stars are given in depends on amount of saved people (3-80%, 2-50%, 1-20%).
7. Проигрыш - if nobody stays alive.

3 war (excess population)

1. In the beginning player should choose the group to be evacuated.
2. Resources can be carried from the native planet.
3. People die.
4. Hospitals exists.
5. The level finishes when there are not people of particular side on the native planet
6. (two two-sided process bar for the competitive groups).
7. Stars are given in depends on
8. amount of saved people of particular side (3-80%,
9. 2-50%, 1-20%).

1 hunger (excess population)

2 Sun's explosion

- Resources cannot be carried from

the native planet because they must

be carried regularly.

- People die in a moment of

the explosion.

- Timer: 15 min to explosion

(one-sided process bar).

- Stars are given in depends on

time to an explosion (3-10 min,

2-7 min, 1-5 min).

- The level finishes when there

are not people on the native planet

3. Тектонические сдвиги с

извержением вулканов

- People die.

- Hospitals exists.

- Timer: 15 min to disaster.

- Stars are gived in depends on

time to disaster (3-10 min,

2-7 min, 1-5 min) plus amount of

saved people (3-80%, 2-50%, 1-20%).

(всё это учитывается по ползвезды

и округляется в большую сторону)

7 падение метеорита

(?) 4 засуха/пыль/неурожай как в

интерстелларе

-

5 таяние ледников

6

8 нашествие инопланетян

After making the choise of

disaster player moves to the

"Game" scene.

"Game" scene

- Button Pause

Game still stays until resuming

thr game.

Also every opened prefab make

the game paused.

During "Pause" замирают timer,

amount of people,

amount of coins,

- Button level

1 beginner-новичок

2

3 master

4 lord of space

**GamePlay**

**Pool of messages**

|  |  |
| --- | --- |
| Russian | English |
| Принято | OK |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |