Technology applied in society – Jayden

**RimWorld**

RimWorld is a sci-fi game that revolves around surviving in an alien planet. RimWorld was developed by Ludeon studios, which is a small independent game development studio with only 5 employees!

History:

RimWorld started development in 2013 as “Eclipse colony,” before renaming to RimWorld in September of 2013. Tynan Sylvester, the lead developer of RimWorld greenlit a Kickstarter page in October of 2013. This Kickstarter would generate $290,000 from funding and over 9000 backers. After a tough 5 years of development, the game would sell a million copies in February of 2018 (before full release!) and would finally release on Steam on the 17th of November, 2018. The game will release DLCs in 2020, 2021 and the latest one in 2022. By August 2020, it was estimated that RimWorld had sold over 100 million dollars in revenue, making RimWorld one of the most sold indie games ever on Steam.

Technology:

The most revolutionary part of RimWorld is the AI story generator, called Storyteller. As you progress in RimWorld, this AI will generate events in your games. However, this AI was revolutionary for its unique generation. The AI will automatically analyse your situation; wealth, health and more will change how the AI gives you events and quests. As Tynan Sylvester describes it: “*RimWorld is not designed as a competitive strategy game, but as a* ***story generator****. It’s not about winning and losing – it’s about the drama, tragedy and comedy that goes on in your colony*.” This AI is inspired by *Left 4 Dead*’s “director,” which was a very efficient AI that analysed the situation of the players (health, weapons, items, etc.) and changed the difficulty of the game accordingly, such as lowering horde amount, fewer special infected and more. This system is very similar to RimWorld’s Storyteller.

Reviews:

Metacritic: 87%

PC gamer: 74%

OpenCritic: 89%

Google user reviews: 96%

Steam: 100%

PCGamesN: 90%

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| Bibliography  Sylvester, T. (2013) *Sci-Fi Colony sim*, *RimWorld*. Available at: https://rimworldgame.com/ (Accessed: March 8, 2023).  *RimWorld on steam* (2018) *RimWorld on Steam*. Available at: https://store.steampowered.com/app/294100/RimWorld/ (Accessed: March 8, 2023).  Sylvester, T. (2013) *Rimworld by Tynan Sylvester — kickstarter*, *RimWorld by Tynan Sylvester*. Available at: https://www.kickstarter.com/projects/tynansylvester/rimworld?\_pxhc=1610179871129 (Accessed: March 8, 2023). |