

htw saar

Game Design and Development

Factor.io

Prototype 1



Agenda

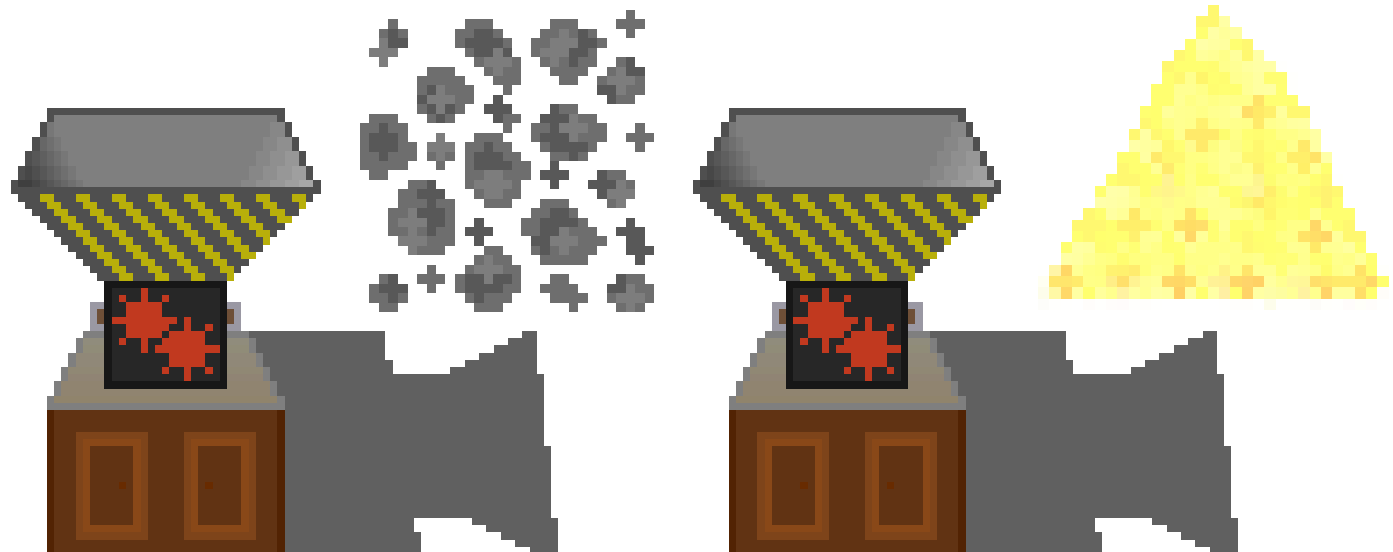


- What did we implement?
- Balancing
- Technical background
- What else do we want to implement?
- Live-Demo-Video

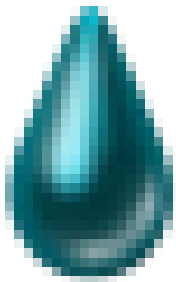
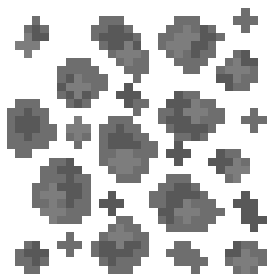
Gravel and Sand



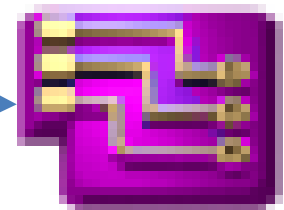
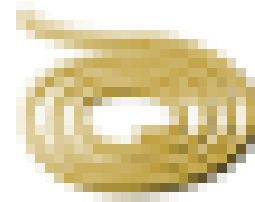
Source: Factorio



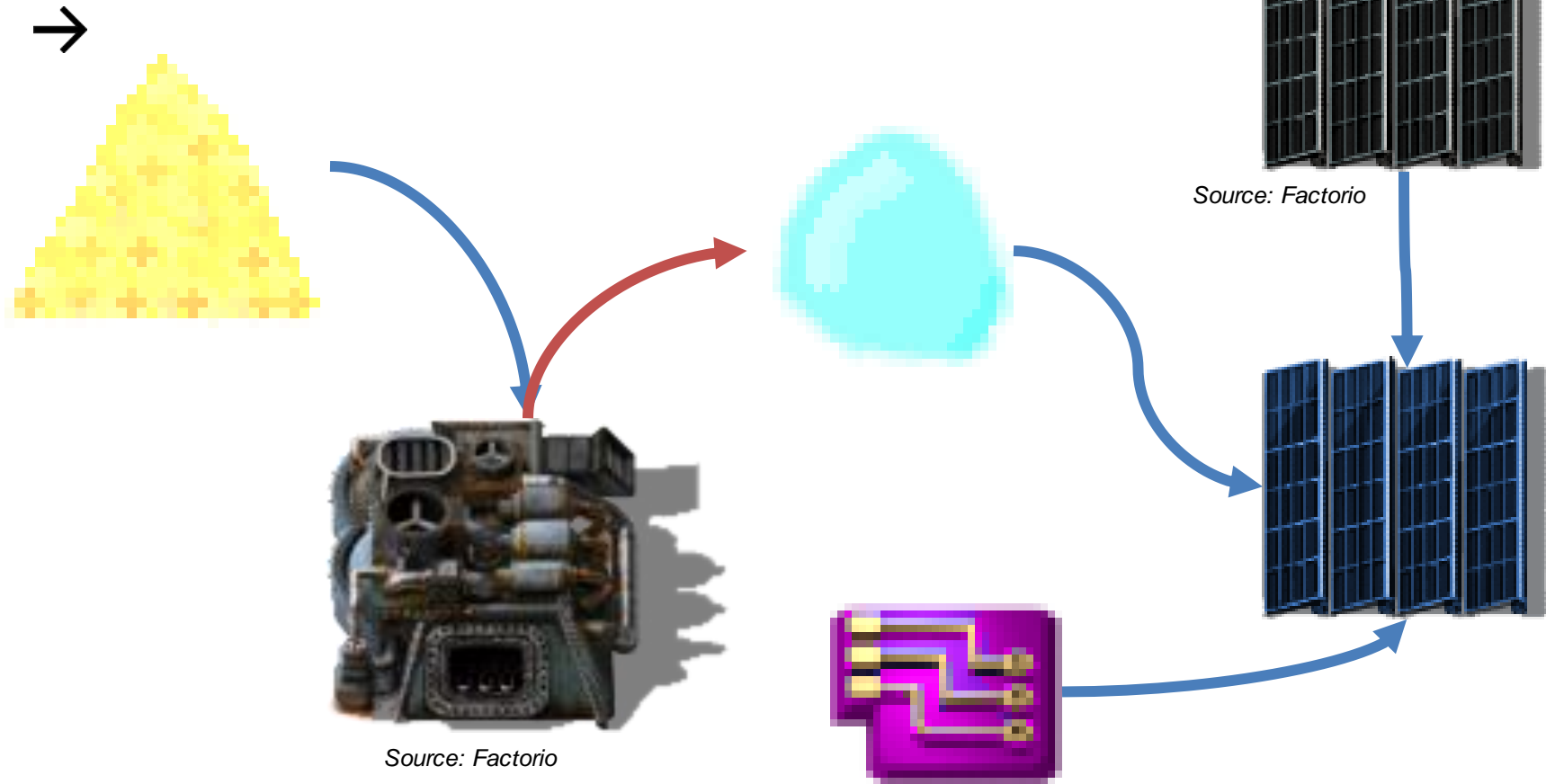
Gold



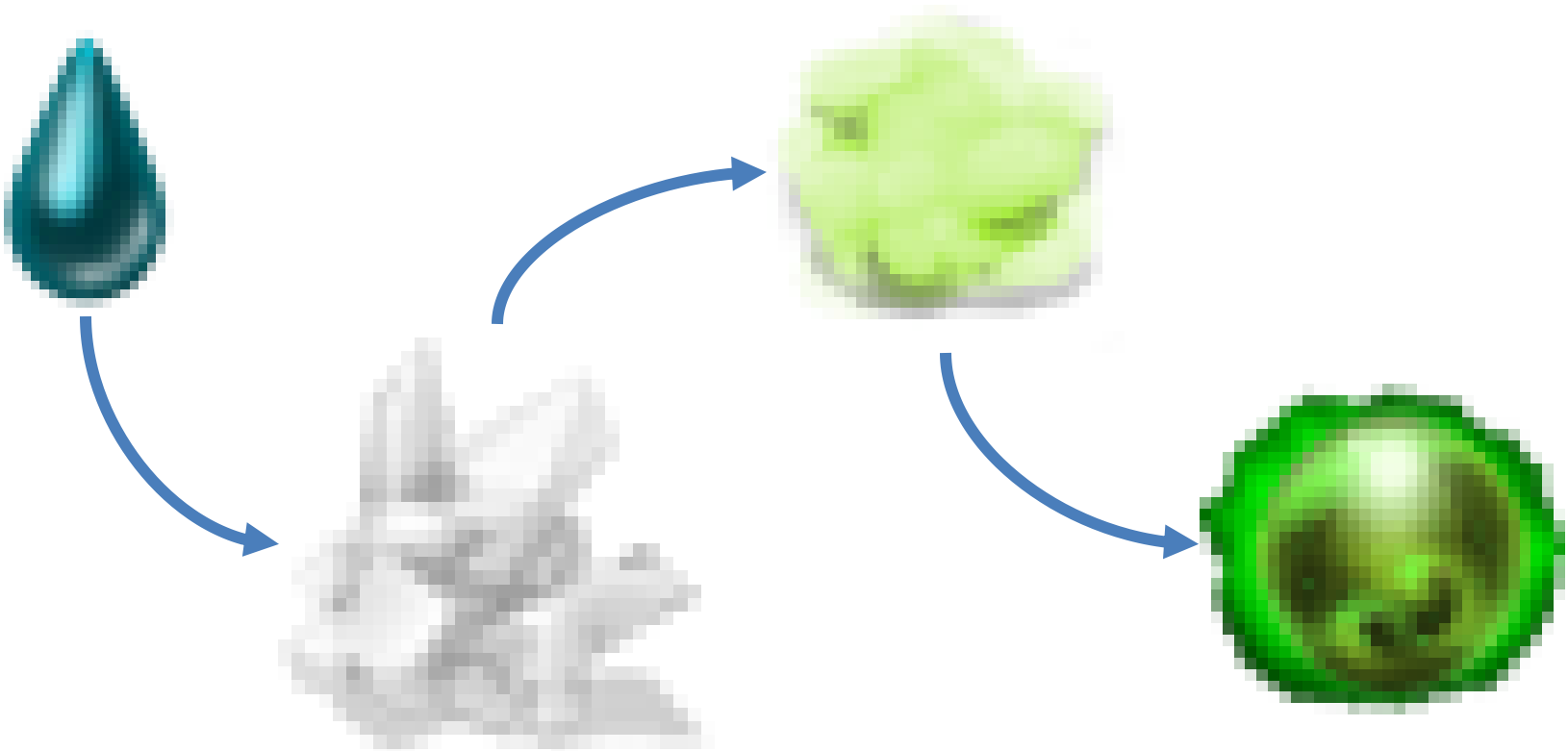
Source: Factorio



Glas and better Solarpanels



Salt and a new Poisoncapsule



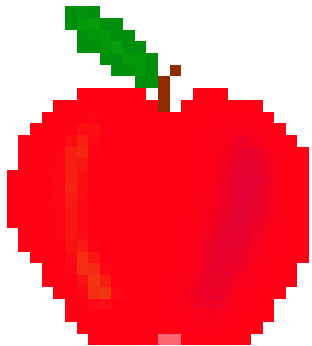
Meat, Mushrooms, Seeds and Apples



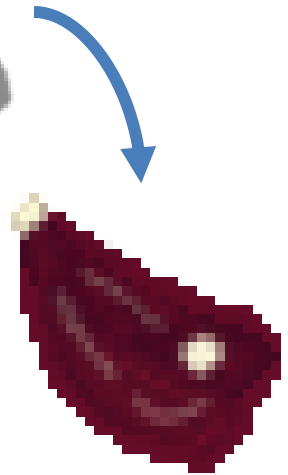
Source: Factorio



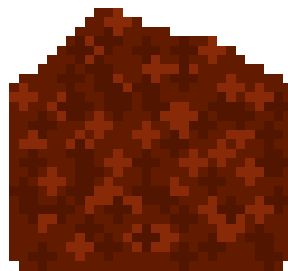
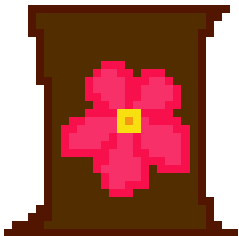
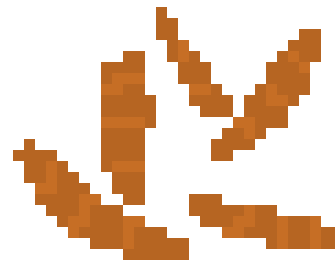
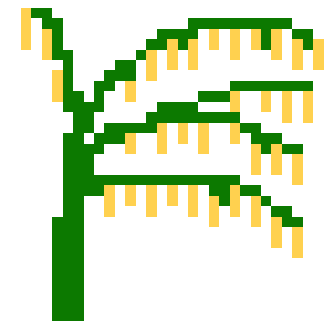
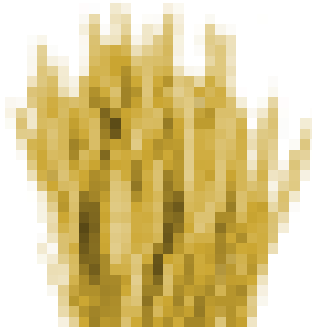
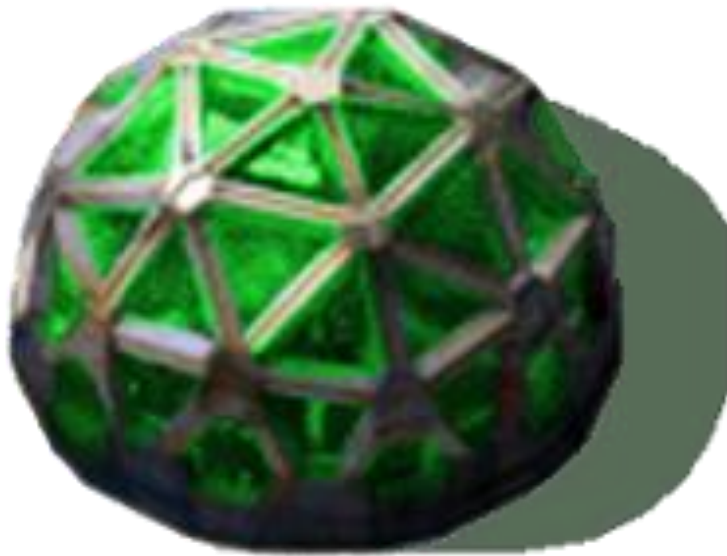
Source: Factorio



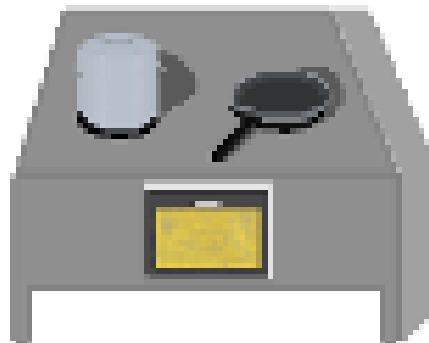
Source: Factorio



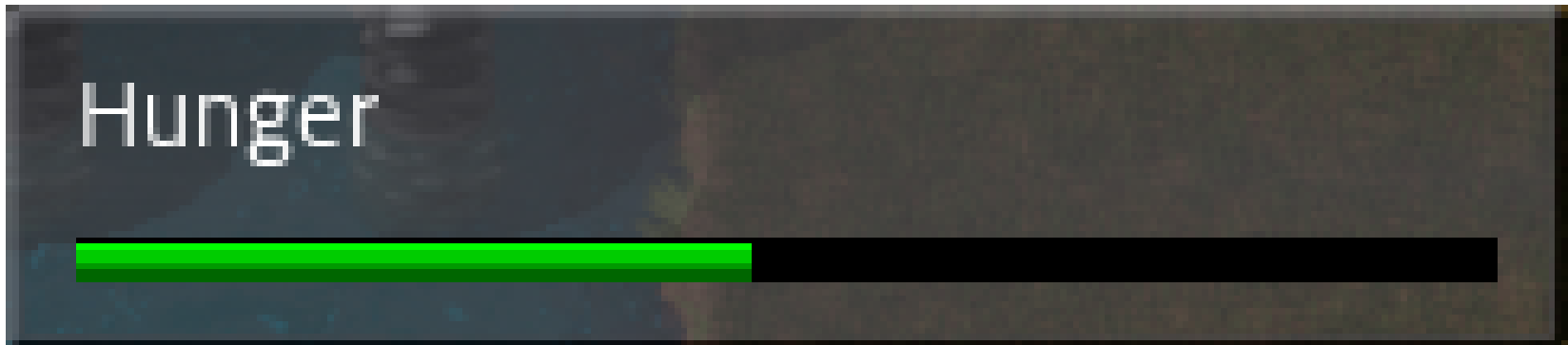
Greenhouse and Plants



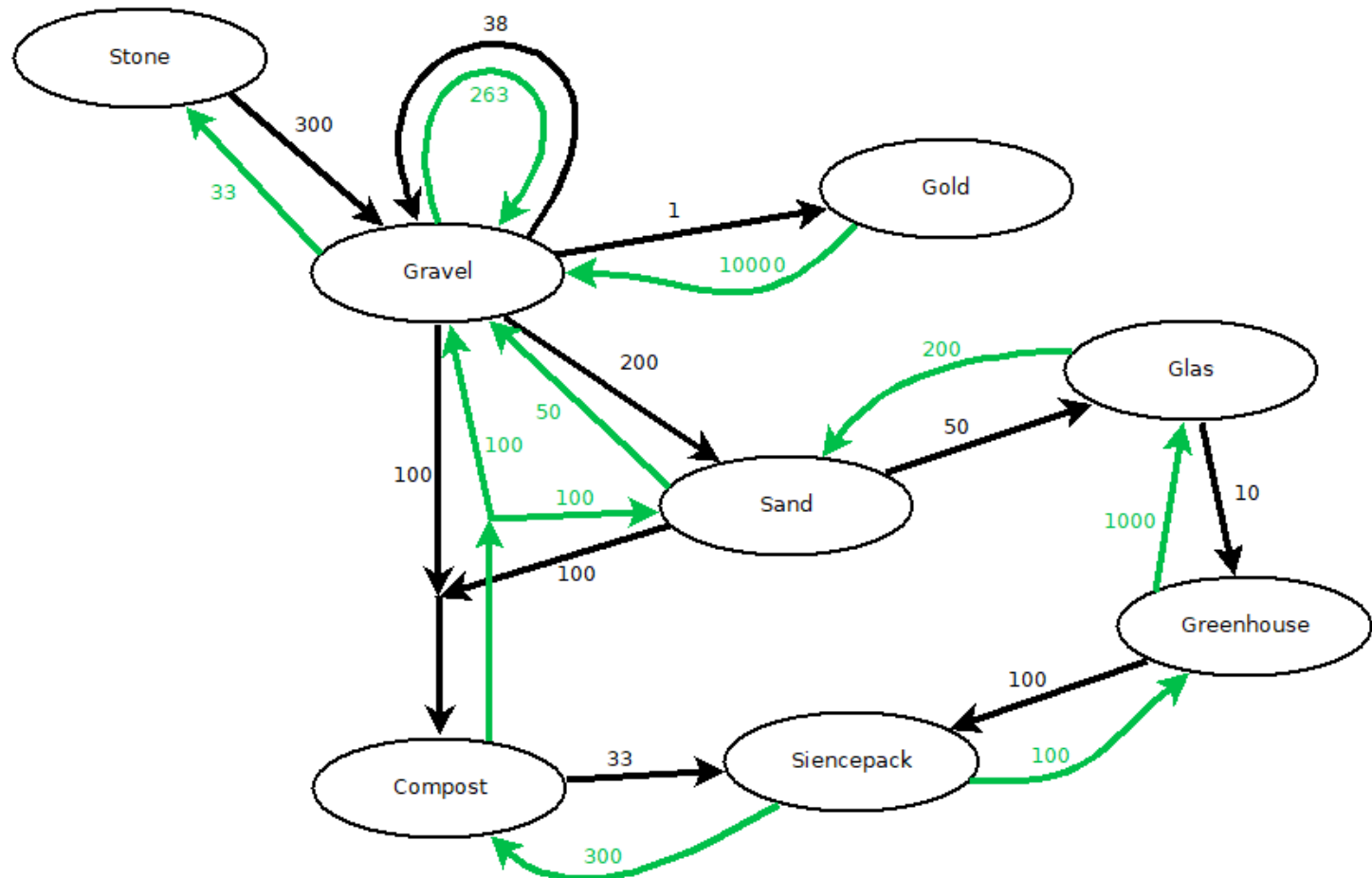
Food



Hunger



Balancing





HUNGER_DECREASE_DEPEND_CRAFT = 0.2
HUNGER_DECREASE_DEPEND_TILE = 0.1
HUNGER_DECREASE_DEPEND_ITEM = 0.2
HUNGER_DECREASE_DEPEND_BUILD = 0.2
HUNGER_DECREASE_DEPEND_REMOVE = 0.2

DEFAULT_ACQUIRE_RAW_FISH = 5

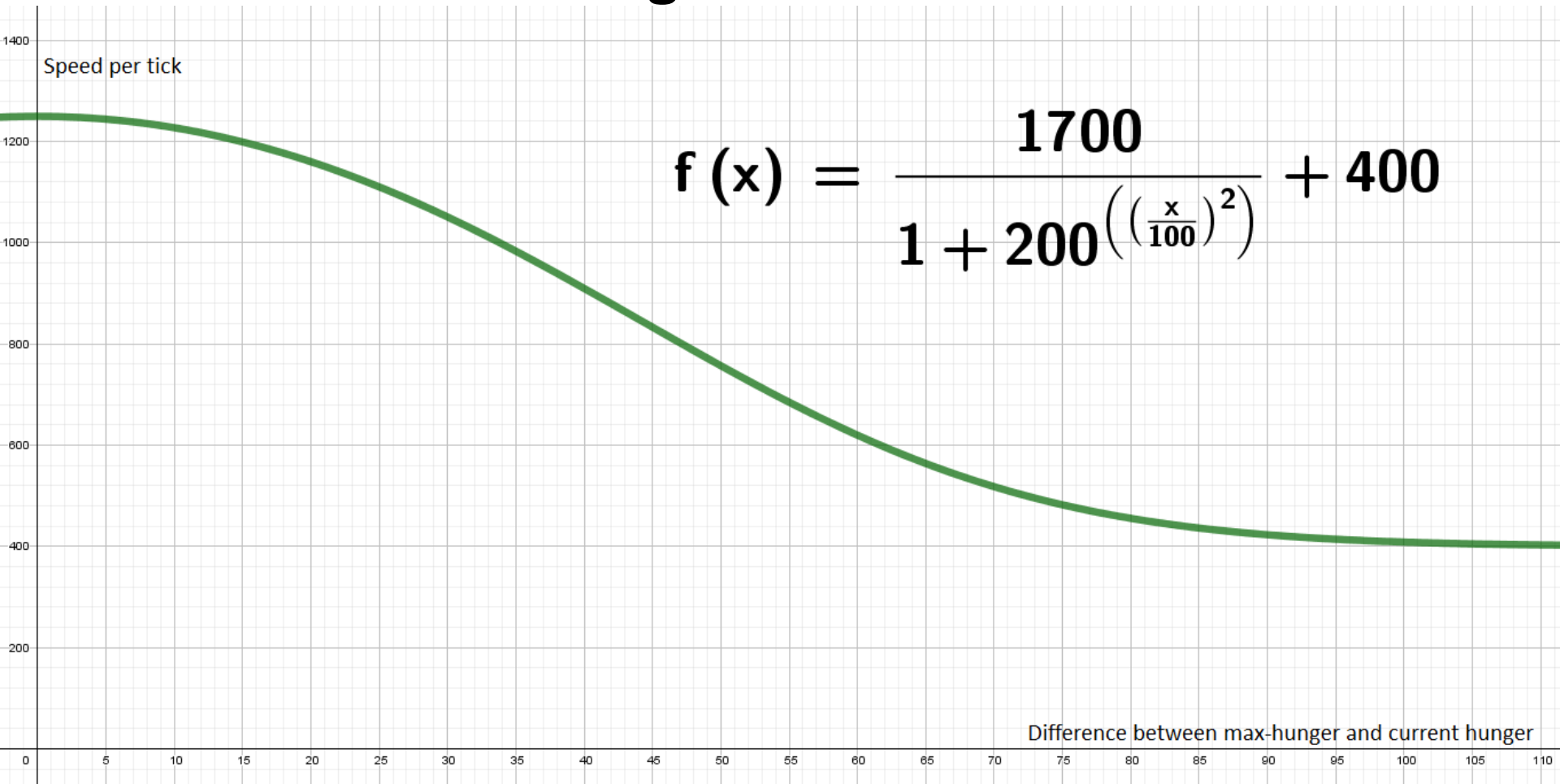
ADD_HUNGER_EATING_FISH = 10.0
ADD_HEALTH_EATING_FISH = 0.0

ADD_HUNGER_EATING_RAW_MEAT = 2.0
ADD_HEALTH_EATING_RAW_MEAT = -150.0

ADD_HUNGER_EATING_COOKED_MEAT = 15.0
ADD_HEALTH_EATING_COOKED_MEAT = 0.0

ADD_HUNGER_EATING_MUSHROOM = 2.0
ADD_HEALTH_EATING_MUSHROOM = 0.0

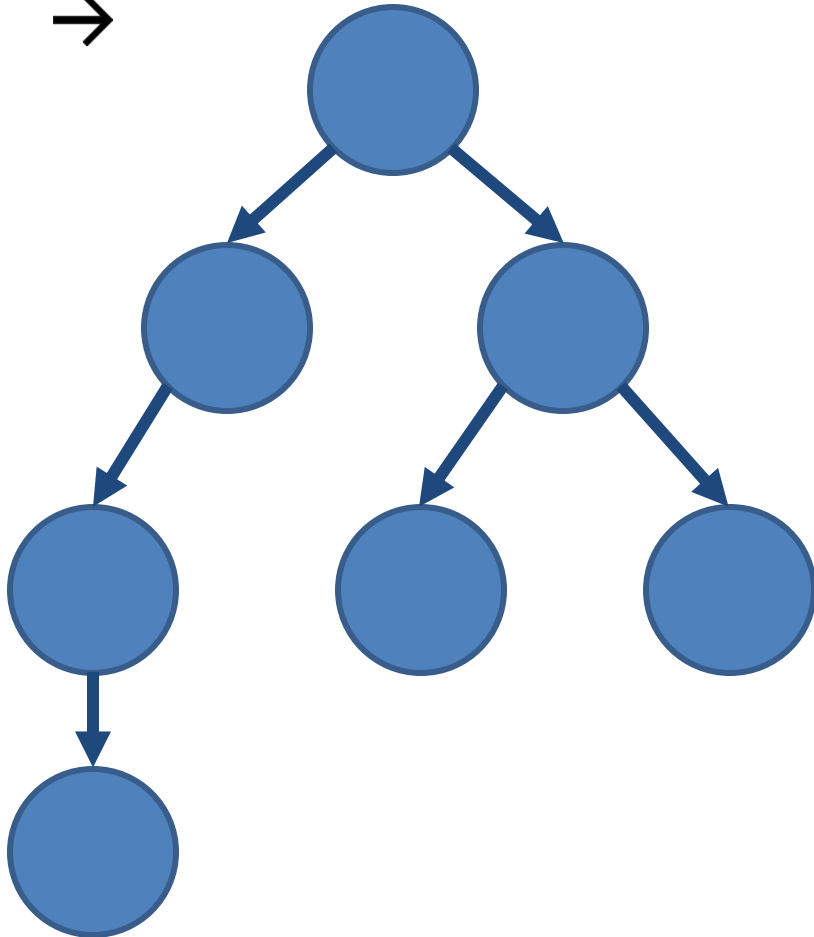
Technical background



```
3 script.on_event(defines.events.on_tick, function(event)
4   if HUNGER_IMPLEMENT then
5     for index, player in pairs(game.players) do
6       if player.connected then
7         create_player_data(index)
8         player_property_update("increase", index, "ticks", 1)
9         if global.klondike.player[index].ticks % HUNGER_PERIODIC_TICK == 0 then
10           if global.klondike.player[index].hunger_value > 0 then
11             player_property_update("decrease", index, "hunger_value", HUNGER_DECREASE)
12             hunger_gui_check(index)
13
14             HUNGER_PERIODIC_TICK = hungerspeed_sigmoid(100 - global.klondike.player[index].hunger_value)
15           end
16         end
17         player_fatigue(index, global.klondike.player[index].hunger_value)
18       end
19     end
20   end
21 end)
```

```
2
3 script.on_event(defines.events.on_player_created, function(event)
4   local player = game.players[event.player_index]
5   if HUNGER_IMPLEMENT then
6     player.insert{ name = "raw-meat-item", count = DEFAULT_ACQUIRE_RAW_FISH }
7   end
8   create_player_data(event.player_index)
9 end)
```

What else do we want to implement?





Live-Demo

