

htw saar

Game Design and Development

Factor.io



Agenda

Organization

Overview

Planned Mods



Organization

Team

- Rasmusen Sven
- Monir Lennart
- Hoff Marvin



Organization

Methodology and Technology

- GitHub repository:
- Extending existing game
- Language: LUA



source: „github.com“

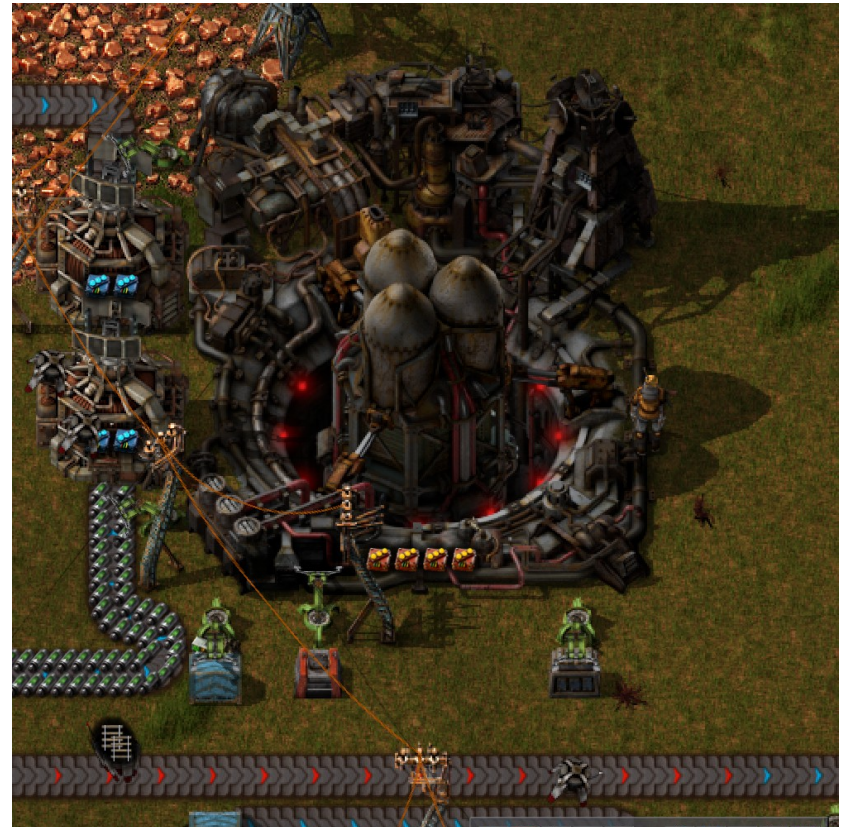


source: „http://www.imako.de“

Mod

Purpose

- Ingame goal:
 - Build rocket
 - Don't starve





22	53	35	4	14	100	100	4
2	34	3	16	1	1	7	5
						50	100

Planned Mods

Purpose

- **Mod goal:**
 - New features
 - New personal goals
 - New equipment
 - Higher difficulty



Planned Mods

Mod content

- **Gold**
 - New resource
 - Rare
 - Pan for gold out of stone



Planned Mods

Mod content

- **Gold wire**
 - 1 gold bar = 10 gold wire
 - Ingredient for recipes
- **Gold statue**
 - Style your base
 - Use for gold

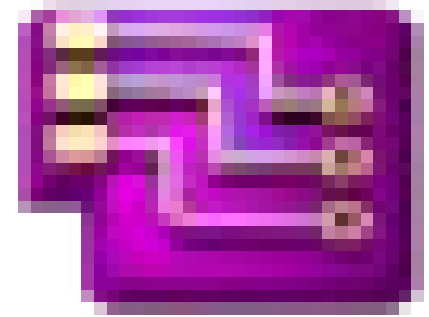


source: "<http://www.genkivideogames.com>"

Planned Mods

Mod content

- **Fast processor**
 - Requires: gold, weak processor and gold wire
 - Ingredient for new machinery



Planned Mods

Mod content

- **DefBot**

- Friendly companion
- Longer duration than older bots
- Requires all 3 old bots, batter and fast processor



Planned Mods

Mod content

- **Jetpack**
 - Fast commuting
 - Overcome obstacles
 - Requires technology research



source: "<http://clubpenguin.wikia.com>"



 22		 53	 35		 4	 14	 100	 100	 4
 2	 34	 3	 16	 1	 1	 7	 5	 50	 100

Planned Mods

Mod content

- **Nuke extension**
 - More powerful
 - Poison smoke after launch
 - Requires old nuke and poison capsules



Planned Mods

Mod content

- **Bait**
 - Use for fish
 - Distract enemies
 - 10 fish = 1 bait



Planned Mods

Mod content

- **Greenhouse and plants**
 - New building
 - Need water and electricity
 - Produces plants
 - Rice
 - Soybean



Planned Mods

Mod content

- **Salt**
 - Filtered out of water
 - Ingredient for recipes
- **Soy sauce**
 - Fermented in chemistry lab
 - Ingredient for recipes



Planned Mods

Mod content

- **Stealthsushi**
 - Grants invisibility
 - Requires fish, soysauce, rice and salt



source: "<http://www.sushiexpress.it>"

Planned Mods

Mod content

- **Hunger**
 - Increase difficulty
 - Use for fish
 - Starving = Death



Summary

- Create survival mod
- Increase difficulty
- Create use for fish
- New features



Sources

- Factorio (Game)
- <http://www.sushiexpress.lt>
- <http://clubpenguin.wikia.com>
- <http://www.genkivideogames.com>
- <Http://www.github.com>
- *<http://www.imako.de>*

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Any questions?



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Thank you for your attention

