

# htw saar

Game Design and Development

Factor.io

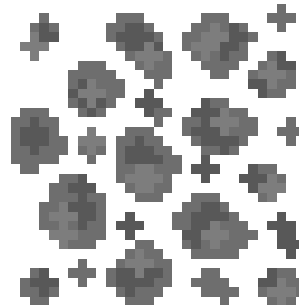


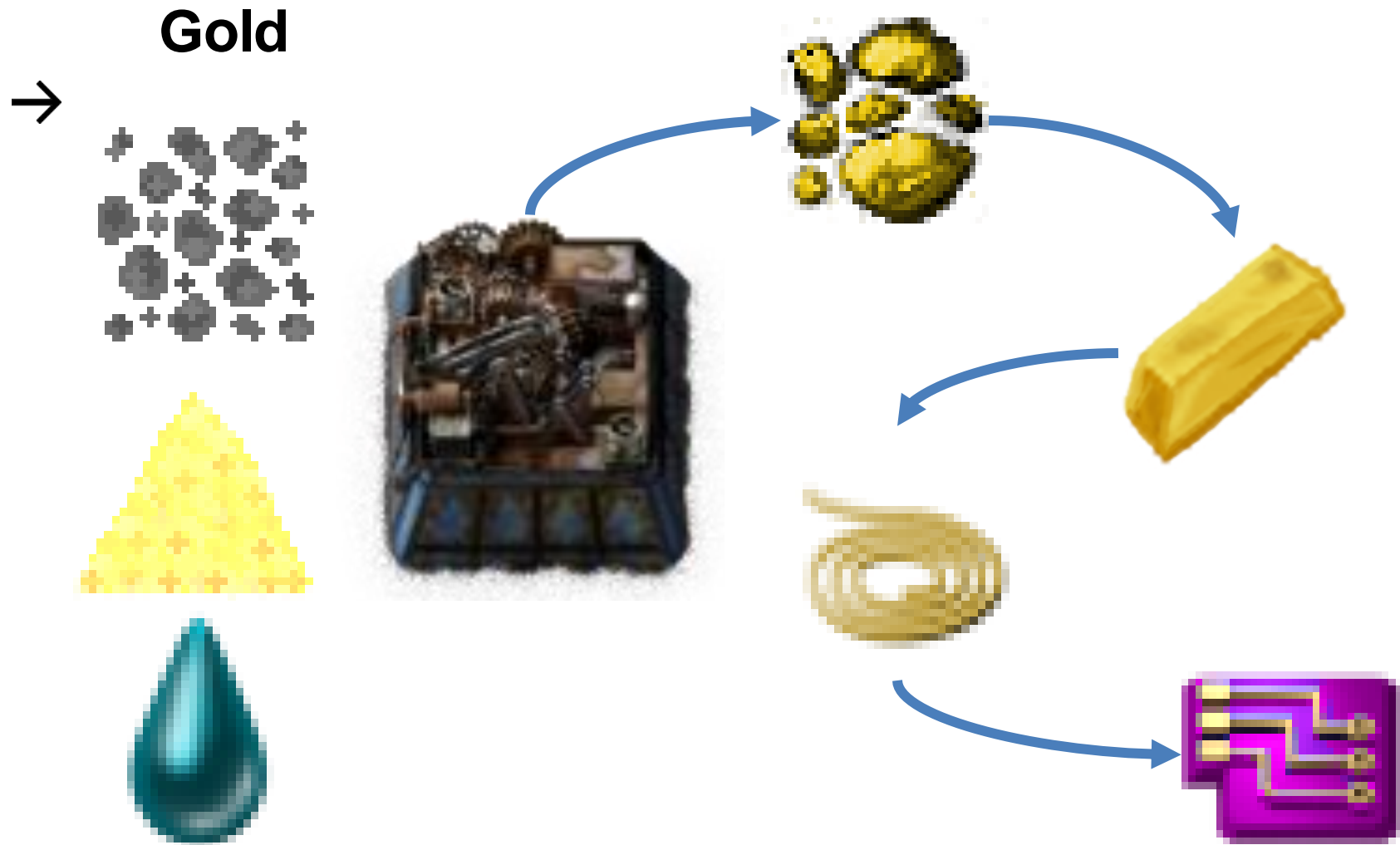
## Agenda



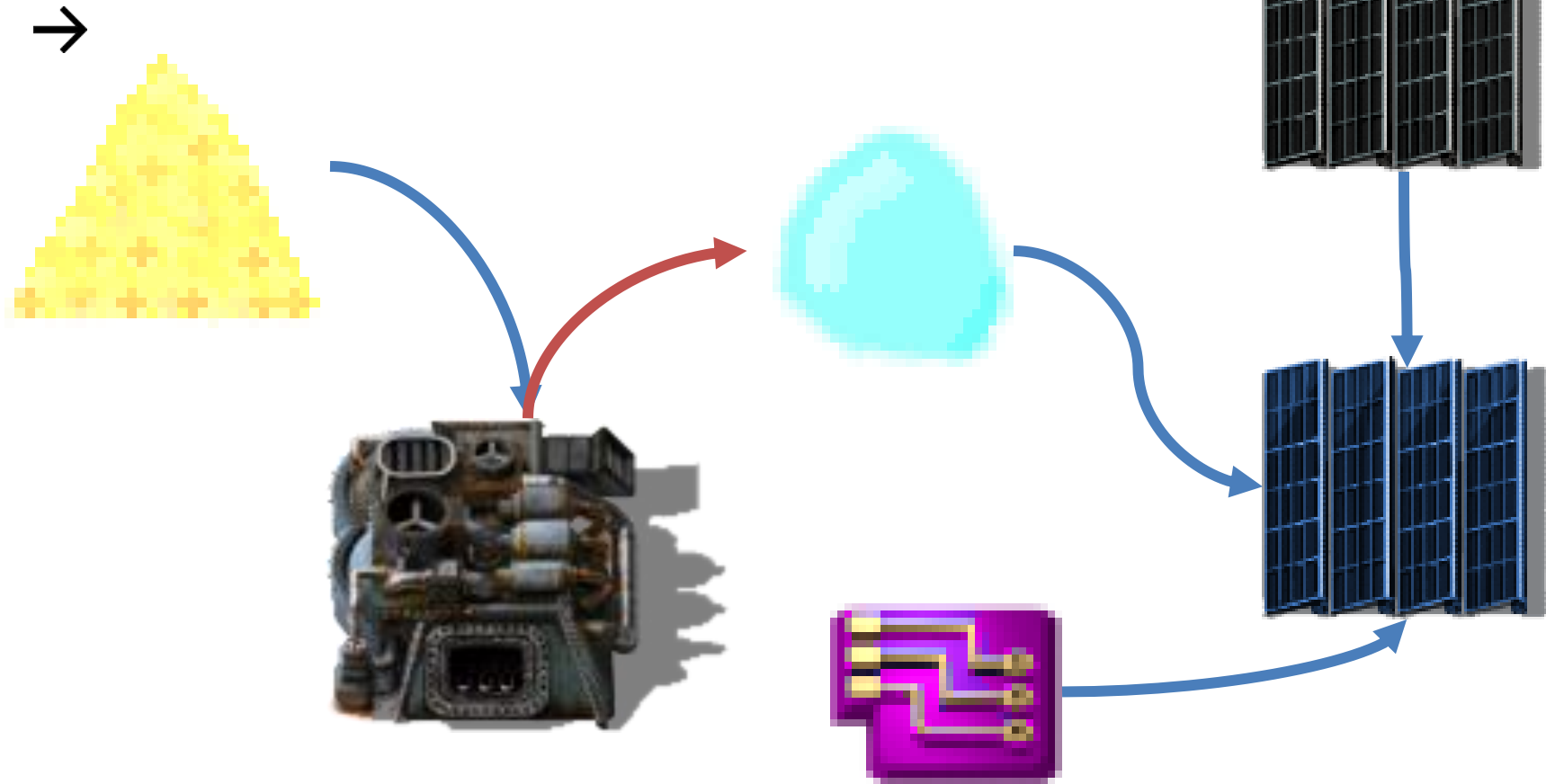
- What did we implement?
- Balancing
- Technical background
- What else do we want to implement?
- Live-Demo-Video

## Gravel and Sand

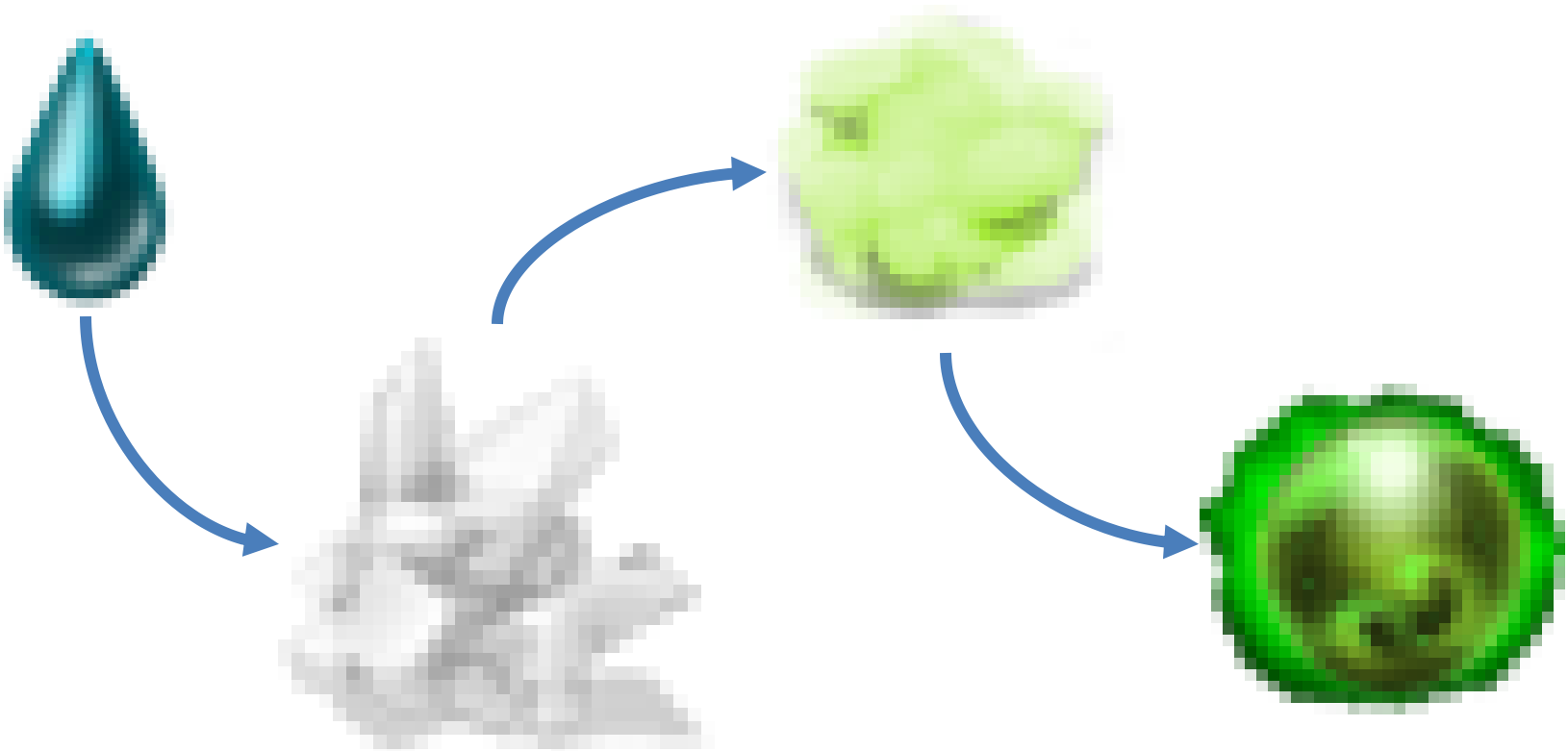




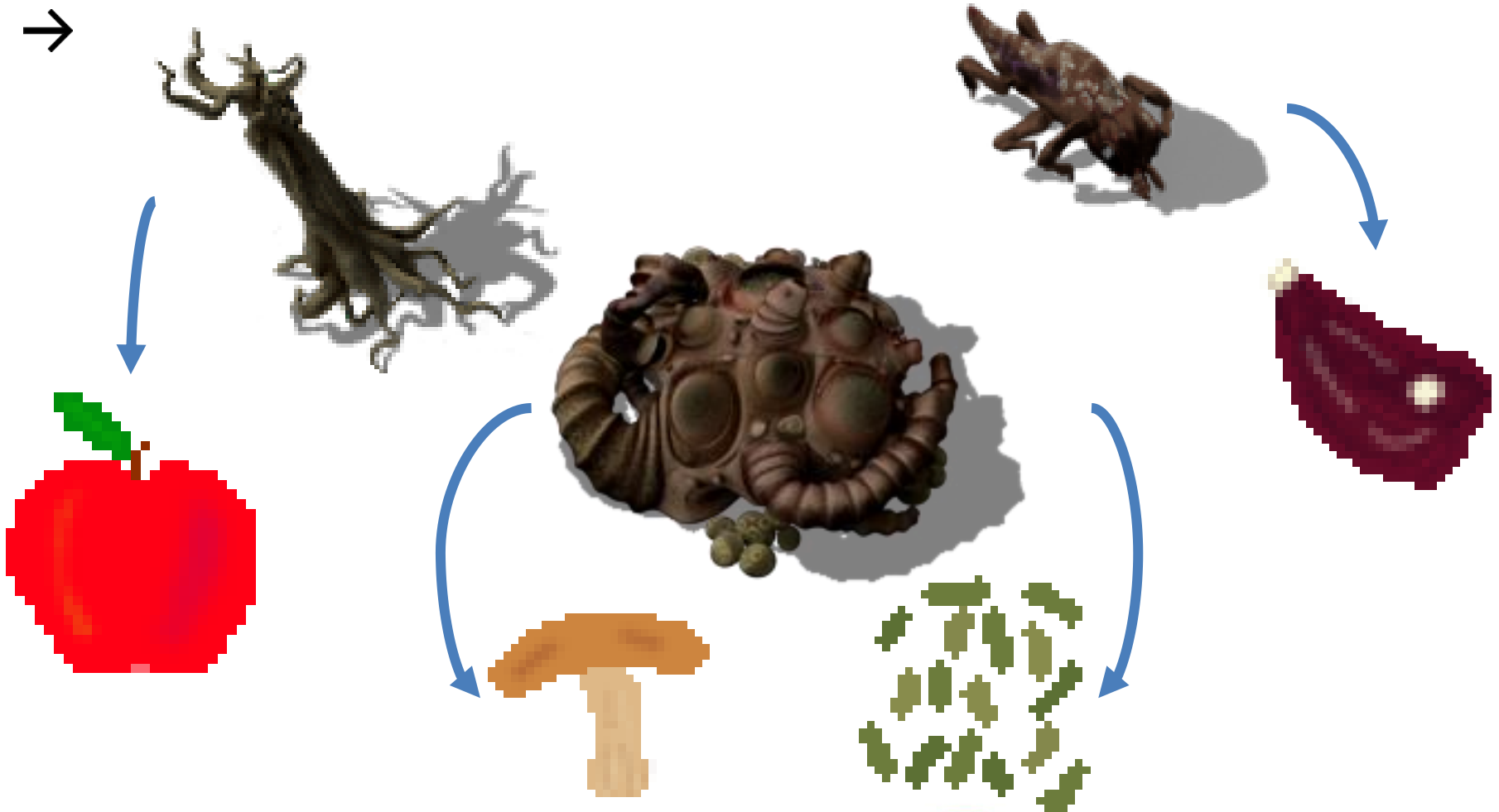
## Glas and better Solarpanels



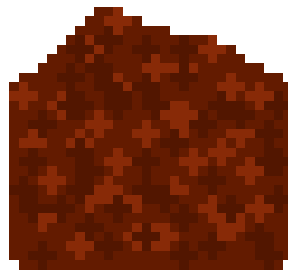
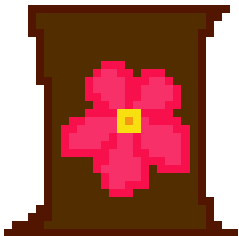
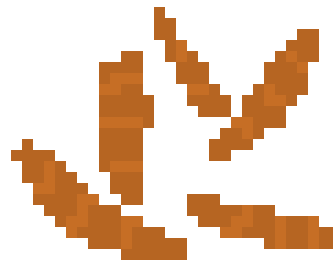
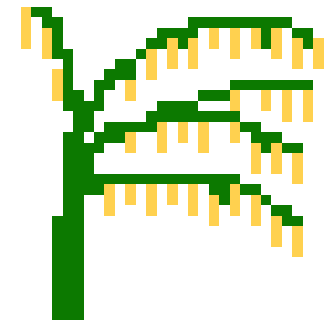
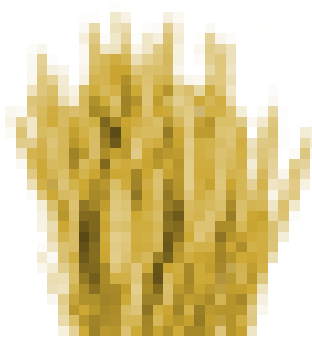
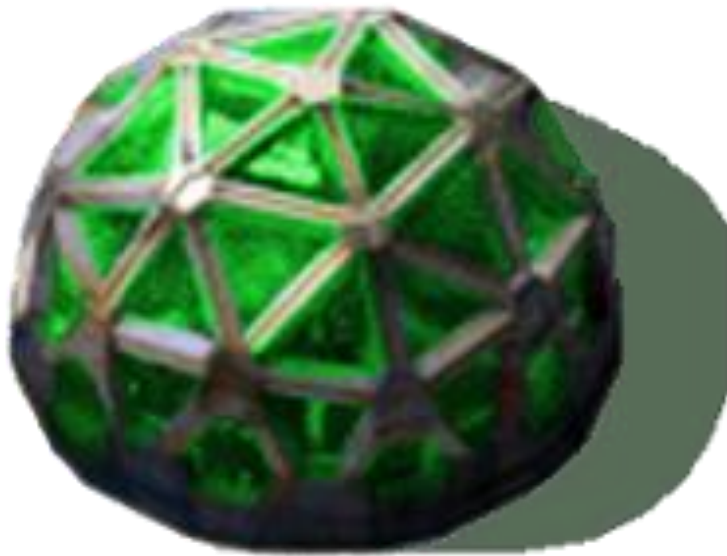
## Salt and a new Poisoncapsule



# Meat, Mushrooms, Seeds and Apples

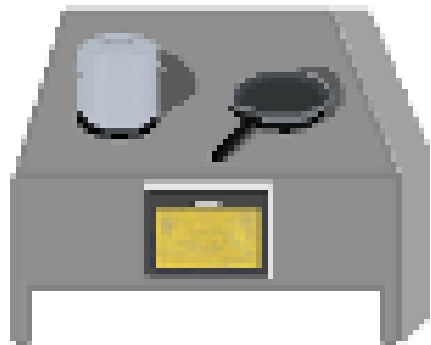


## Greenhouse and Plants

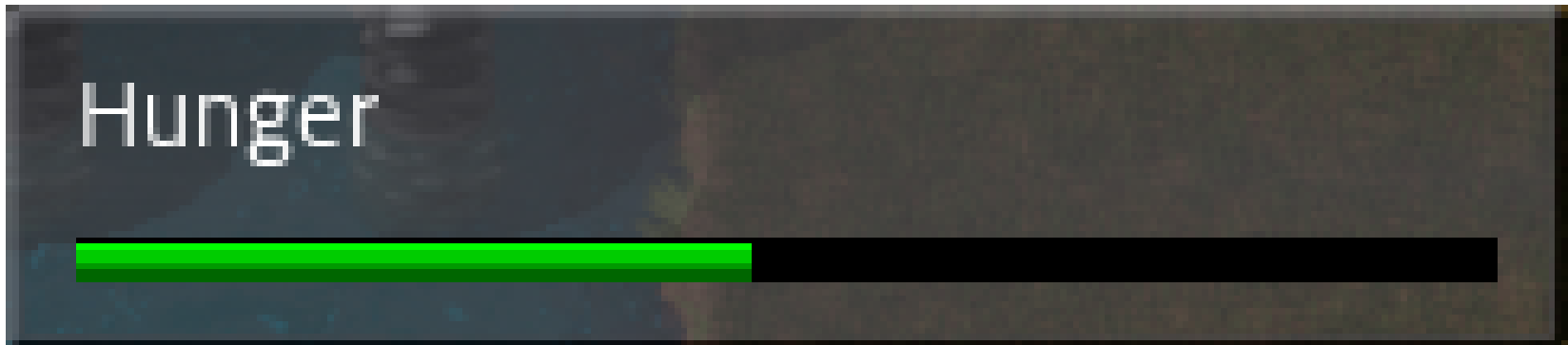




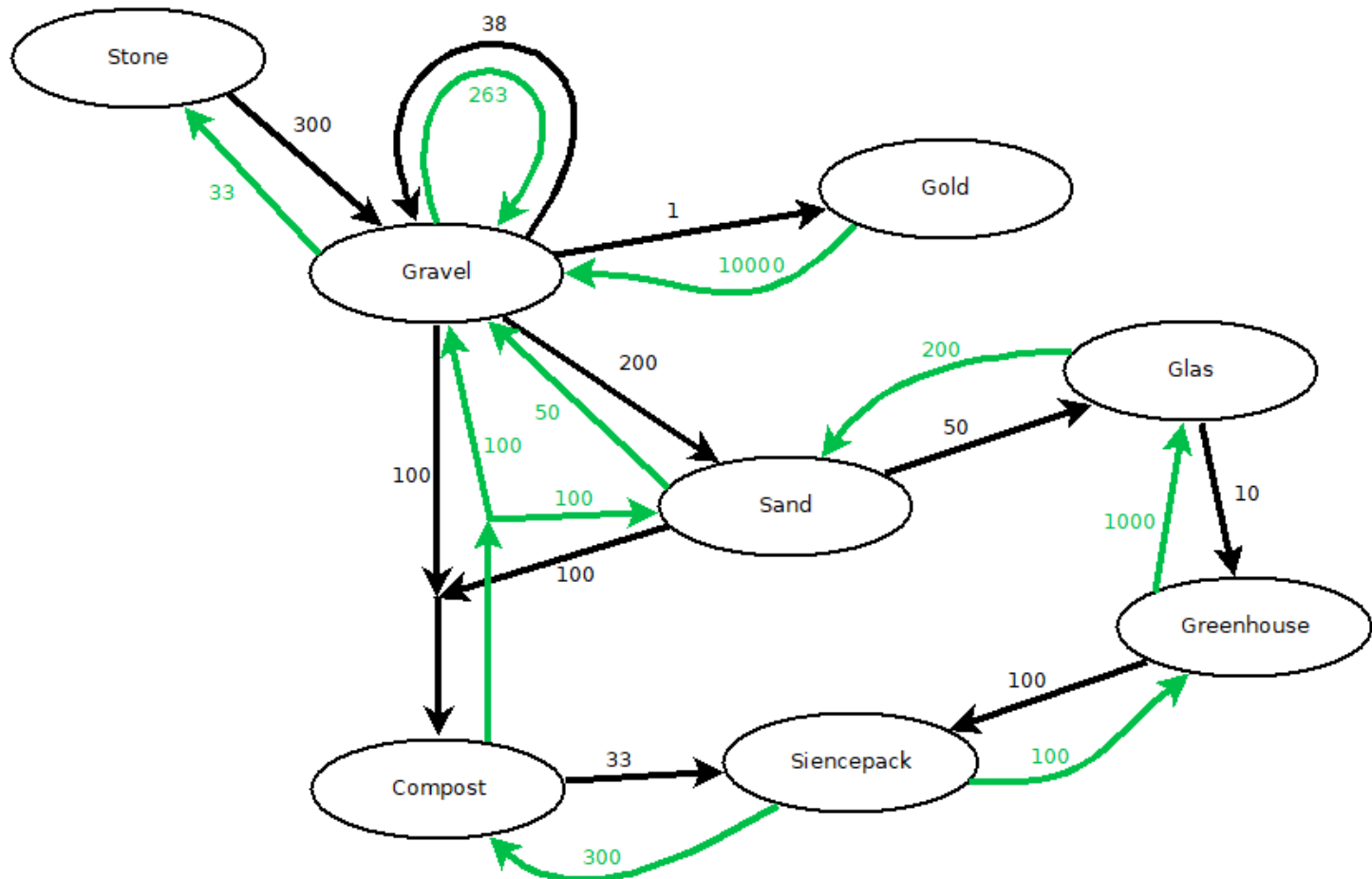
# Food



# 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

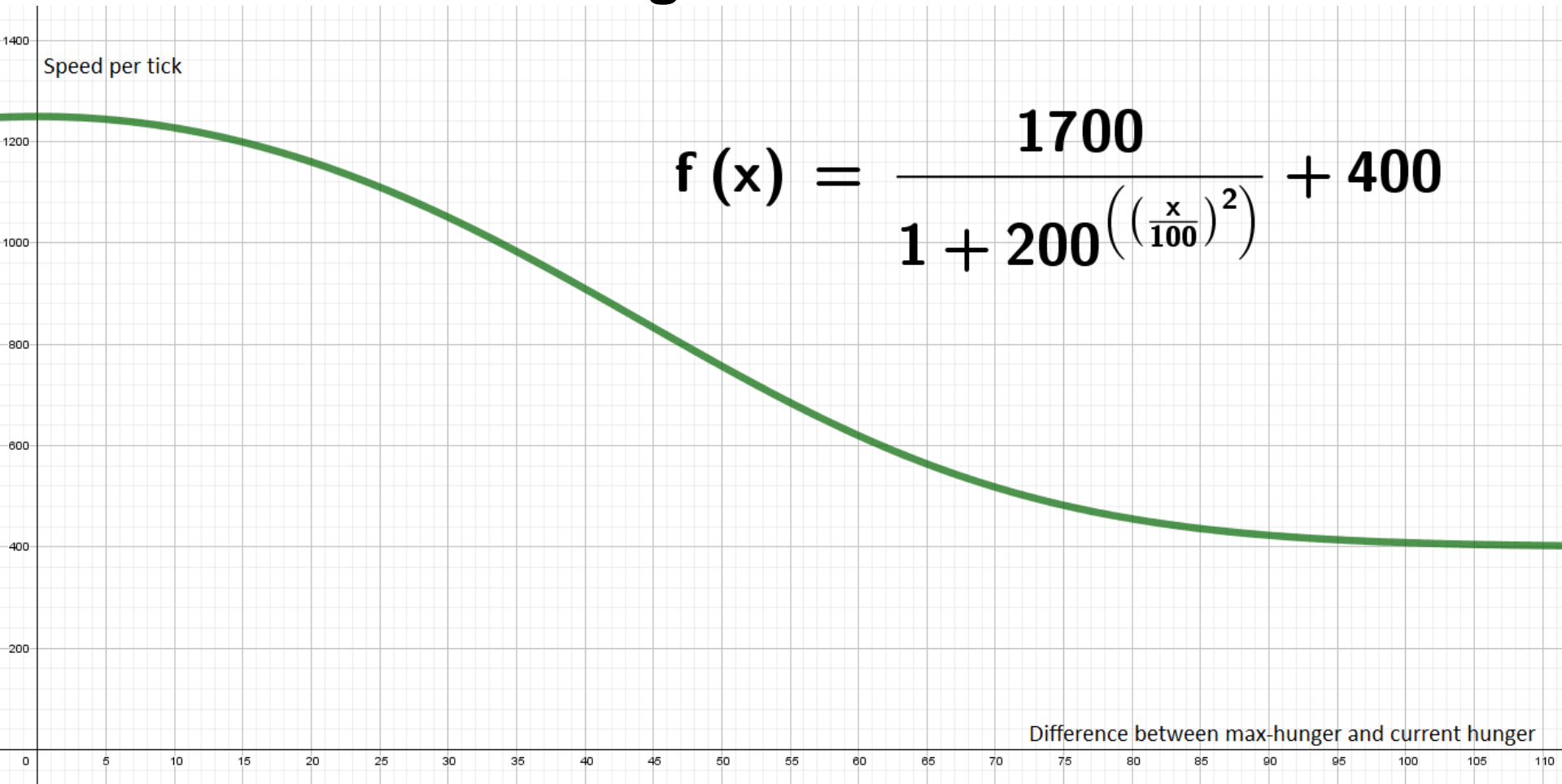
ADD\_HUNGER\_EATING\_FISH = 10.0  
ADD\_HEALTH\_EATING\_FISH = 0.0

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

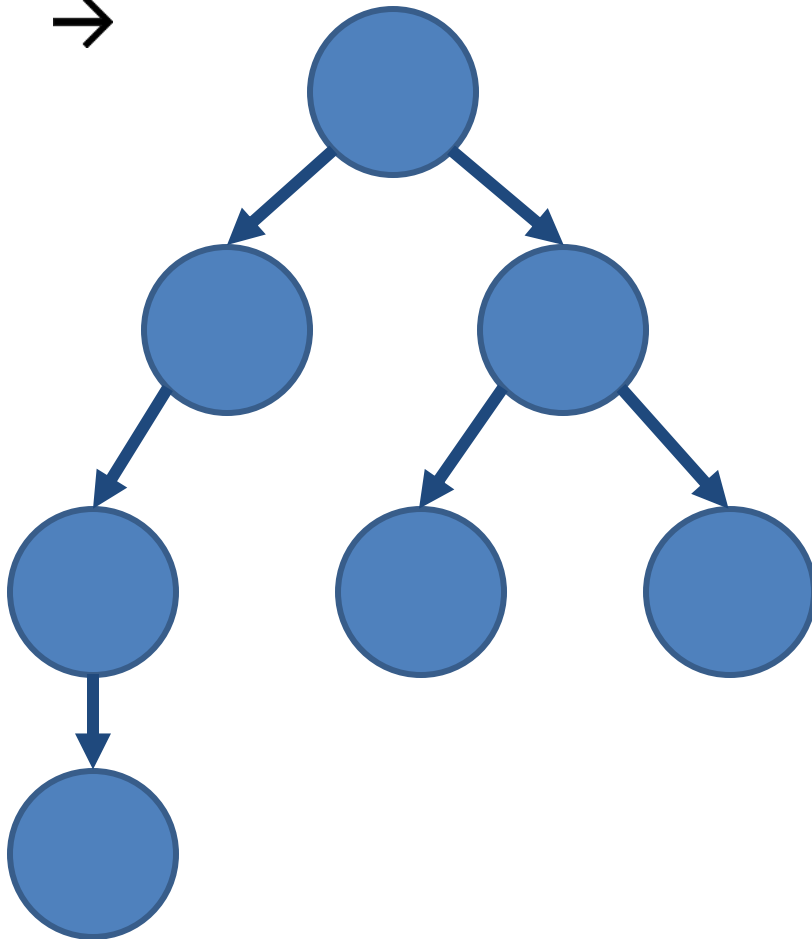
# Technical background



```
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

