Definitions of resources:

Basic Resources:

Population:

Generated by:

semi-random events (people joining your cities), affected by prosperity

Consumed by:

Death: lack of food/water

Death: plague

Consume Food and require water to survive.

Can acquire the plague randomly over the summer, or from other pops.

chance of catching plague can be reduced by:

assigning buildings as shelter

applying medicine.

Player can assign population to tasks:

Can restore buildings at the cost of building materials.

Work in restored buildings to generate resources based on the building.

Explore outside the city to reveal other cities/settlements, hunting/gathering spots, etc

travel/transport resources between cities

Population is divided by severity of the plague they have:

0. no plague

1. no symptoms

2. stage 1 (affects productivity & happiness)

3. maybe some other interesting effects

4. dead (still contagious until cleaned up)

Food:

Generated by: hunting/farming

Consumed to sustain population

Rots at (10)% per turn if proper storage is not available

Water

valid water sources:

lakes, rivers, wells, snow

If there is no nearby water source for (5) turns, population start to die

limits how far people can travel between settlements

most cities will start with water sources

Building Materials:

Acquired through salvaging from buildings and gathering from forests, etc.

used to restore buildings to a state where they can be used for generating resources

used to create luxury resources

Uninspected buildings:

must be inspected/salvaged before people can do anything else to it

once inspected, needs to be cleaned of plague and repaired.

If building is not cleaned/repaired, it can still be used, but carries risks to the population using it

Buildings:

upon restoring a building, it can be used to generate resources, or store resources/house population

depending on the type of building, it will have bonuses/penalty to different uses

ex: an apartment store may be more useful for housing population,

where a grocery store could be better at storing food

has a capacity (how many people can it house, resources can it hold, people can work in it)

has a yield multiplier (the bonus/penalty) for generating different resources (based on type of building).

Advanced Resources:

Fuel:

consumable for faster travel between settlements (not as much food needs to be taken / water doesnt limit as much)

Gained from salvaging, maybe some other way

Electricity:

Generated from power plant or fuel generator

Does something

Does not accumulate.

Medicine:

Acquired through salvaging/events.

helps negate symptoms of plague/ cure plague. Helps mostly clear it out during winter, so you're not already dying when spring comes

Luxury Resources:

increases the settlement's population's happiness

maybe decrease happiness based on difference between settlements (if a settlement has less than another, it loses happiness)

can be created from building materials, or disassembled into building materials

Unconfirmed:

Universities:

we haven't talked in depth about them yet.

Type of building.

an idea is that when you have a manned university you unlock certain preferable options for events and when you

complete the events, one of the effects they have can be to increase the output of the university.

The example talked about in class was with medicine. So if you take the medicine to the university, it increases it's output by 1 medicine per turn

could have similar events to produce fuel, or any cool thing really. basically just gives more options to events

Education:

based on universities.

maybe the variable that determines whether extra actions are available for events or not.

Meta Resources:

Prosperity:

'happiness' of a city based on:

availability of food

severity of plague

availability of luxury resources

used to determine some random events

also, likely to be used in a victory condition