Tribe To Survive,  
Native Americans

A Virtual Reality strategy wilderness game.

Education is a field I know little of, but I enjoy learning. The primary reachable topics include  
1. Statistics in basic form, including introductory discrete math

2. Topical information of the Native Americans based on archaeological evidence.

3. Cultural tidbits that survive via the oral tradition.

4. Minor elements of science education can be presented in the description of tools and in particular the use of tempered pottery.

5. General appreciation for

Vocabulary  
1. Attributes = Population, Health, Happiness

2. Assets = Commodities by our standards, food, wealth, nobility

Nobility, standing, prestige, political clout, are all synonyms and in the Mound Building cultures was based upon the succession of generations of leading figures, and their subsequent burial in these mounds over time.

3. Rounds = the period from the start of the game (combat mode) through the end of completing interaction with the first event. The second round picks up at the conclusion of the first event, and marks the application of all effects of all events.

The source of conflict of the game is the early history of Native Americans that is diverse and murky. Eventually the invading European forces beset an already churning societal structure.

To facilitate the conflict, tribes maintain an array of activities and mitigate a series of offenses by rival tribes, political rivals, and Europeans.

The time is to progress for the most part, actively, with no functional pause available. (Pausing is a feature that negates player actions.) Each tribe is demarked by a sector of the 360 degree area. The conflict between tribes is minor, while tribes you don't control will pose significant opposition. Each tribe may trade, negotiate, harass, and steal from others, as well as aid, and make war with them.

The attributes of each tribe include,

Population: A form of max score with massive impact upon the survivability of a tribe. Larger populations are primarily supported by agriculture, while the same population will require much more hunting and effort to support if they become nomadic. As climate change affected their harvest many tribes resorted to nomadic existences even as their way of life was devastated by disease and encroaching Europeans.

Health: The actual measure of a population's resistance to disease and adversity. Healthy peoples are more reasonable, and functional, while naturally surviving more attacks. Disease and constant warfare beleagar a tribe into meek subsistence, then demise.

Happiness: War and conflict diminish the prowess and proactive potential of a tribe. Such strain reduces reactionary efficiency and causes more difficulties as unhappy people fail to confront obstacles with the same zeal.

These attributes are abstracts to facilitate player empathy. The actual gears of conflict are based upon the status of these attributes and the amounts of the following tools and miscellania. These assets represent a particular Tribe's ability to accomplish tasks, represented by an amount of dice available to roll. A given amount of growth, requiring a given sum value of dice rolled. An asset's value is a quantity of dice that add to the respective Attribute when each round resolves.

Food: Primarily beneficial to population.

Wealth: Aids health by providing the means to survive.

Nobility: The status of a tribe is averaged as the culmination of status a tribe has, which is gained by political actions including nobility and sacrifice, but also trading savvy.

\*Gameplay\*

The first round is the combat arena. The tribes are visible, and have basic attributes, and holdings of Assets as well. Player's will freely roam the plain until they select an event.

Events include hunting, trading, and farming. These populate the board prior to the beginning of the new round.

After completing (failure or success) an event, the end of the round resolves the events outcome and the penalties of unattended events if applicable.

The player is in control of a hero (male/female) who runs around between the tribes administering actions and fighting adversaries to support these tribes. Several activities exist which enhance and improve the tribes, events occur which also affect the tribes periodically, with the end result that while a player's actions can save the day, long term survival requires mastery of reacting to adversity.

Several types of events will spring up, which may be attacked (adds to repair/work required to benefit), or supported (adds to the repairs/work required to not be harmed by the event). Beneficial events, once completed, grant additional attributes and/or items for a number of future events. Instead of using pure turn based mechanics, your choice of which events to tackle first causes "rounds" to elapse.

Each event which is a mound icon that will have animation(highlights), which will stand out against a mostly still background. A player approaches the mound within touching distance, to press a button which enters the die rolling game. Entering and rolling dice commits the player's game to moving another round into the future, which increments the age of the world, as well as incurs the effects of all events on the board.

Some events can be mini-games or simply museum pieces. On this note, significant differences in how the event affects your attributes and assets provide novelty. In addition, a number of historical events must have variation and number more than 6, preferably 8 or more.

Time passing changes the event pool, and each event can have a predisposition, to different outcomes. Pools consist of chronologically organized situations primarily dependent on the weather. Droughts, and significant warming and cooling trends from 500AD to present.

Every round's end causes the reassessment of every attribute and asset. The assets you have respond to events, and cause a change to your attributes. This allows your actions to take resolve by turn's end, setting you up for new choices in the next round.

Tribes:

The plethora of tribes are to be utilized, the only requirement is to have random starting features. These features may or may not be specialized to particular tribes or provide predisposition.

Grand Score:

Several monuments, population goals, and standards of living objectives grant bonuses to or can be thought of as a final score.

Game Chain?

For computing advanced points of the game informed by previous pregenerated events, I recommend a linked list of nodes that gather the sum affects each round, apply them to the attributes and assets, then compute the A's. Record these 2 objects, the round events (could be dropped but future story can be affected), and the final score.

|  |  |
| --- | --- |
| Dice Class |  |
|  | Modifier |
|  | Basis for die (RNG) |
|  | For modeling, either cubes or other size die could physically roll and reveal their values, or, |
|  | Use a central bright dot of light, or group, based upon the die value, from which emerge the remainder number of dots to represent the die's value. So to describe their value a static arrangement of dots of various themed colors. |

|  |  |
| --- | --- |
| Dice Slot Class |  |
| Object Dice | Empty, |
| Restricted/Display value | Absent, or showing the value that fits the slot. |

|  |  |
| --- | --- |
| Dice Group Class |  |
| Boolean | True if die values are satisfied. |
| Mode | A set of values with multiples possible, or a value that is set during or before the event. |
| Array of Die Slots | Dice slots gain information at creation, and when a die is placed. |

|  |  |
| --- | --- |
| Mound Class |  |
| Image | Several impressions of mounds can be used and layered over time. |
| integer | Layers of growth built. |

|  |  |
| --- | --- |
| Event Class |  |
| index | Indexing value |
| String | Description of event |
|  | Population modifier |
|  | Health modifier |
|  | Happiness modifier |
|  | Food modifier |
|  | Wealth modifier |
|  | Nobility modifier |