The “Community” is comprised of all “Families”.

Each “Family” has a number of “Households.”

Family Attributes:

1. Population
2. Marriageable Men and Women
   1. Every season there is a x% chance to gain random (M/F) person for each household.
3. Households – Number of Marriages Completed
4. Skill – Each of: Hunting, Gathering, Farming, Production
   1. 10 experience gained when focused each season.
5. Capability = ((10% of each Skill) / 100) \* Population. (Round Down)
6. Wealth = Sum of Value of all Finished Goods
7. Prosperity = (Capability + Wealth) / Population

Failure to acquire food will cause starvation where half the people who lack food starve and die while the rest starve but somehow survive.

* Population grows per season = (Prosperity \* Households) \* 0.5
* Marriageable people occur by chance each season:
* Marriageable Chance Per Household = ((Wealth \* Population) / HouseHolds) / 10,000.
* This marriable person is a woman 52% of the time and male 48%.

|  |  |  |
| --- | --- | --- |
| Raw Materials | Value |  |
| Bone | 1 | |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | | Activity | Bone | Clay | Fiber | Shells | Stone | Wood | Hide | Food | | Hunting\* | b |  |  |  |  |  | c | d | | Gathering |  | a |  | a | a | c |  | a | | Farming |  | a | b | a | a |  |  | c | |
| Clay | 4 |
| Fiber | 2 |
| Shells | 8 |
| Stone | 1 |
| Wood | 3 |
| Hide | 2 |

* Trade Yield Modifiers:
* a = 0.25
* b = 0.4
* c = 0.6
* d = 1.0
* Material Gain Per Season:
* ((Community Capability \* 0.01) \* Yield Modifier) +
* ((Capability \* 0.1) \* Yield Modifier ) +
* (((Trade Skill \* Households Performing Trade) \* 0.1) \* Yield Modifier)

|  |  |  |  |
| --- | --- | --- | --- |
| Finished Goods |  |  |  |
| Homes \* | 20 Wood | 4 Skins |  |
| Tents \* | 10 Skins | 2 Wood | 1 Fabric |
| Pottery | 5 Clay | 1 Shell | 1 Wood |
| Tools | 1 Stone | 1 Wood |  |
| Jewelry | 5 Shells | 1 Fabric |  |
| Clothes \* | 3 Fabric | 5 Skins |  |
| Fire\* | 4 Wood |  |  |

* Tools are required to do hunting, or
* Wealth Value per material
* Wealth Value per Fabricated Item (Non-Perishable)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Home | Tent | Pot | Tool | Jewelry |
| 68 | 28 | 31 | 4 | 42!!!!!!!!!!!!!!!! |

* Skills/Trades
* Experience gain each season = 10 \* Number\_of\_HouseHolds
* Experience per Level 40
* Trade skill is the skill's level.
* While doing a mini-game, spawn rate can be moderated by time.

# EVENTS

* Evironmental Events globally effect all families
* Event table (Chance to have a given number of events that are global)

|  |  |
| --- | --- |
| **Chance** | **Environmental Events** |
| 1-90% | None |
| 91-95% | 1 Event |
| 96-98% | 2 Events |
| 99-100% | 3 Events |

* Environmental Events
* Polarity operates by checking the polarity of each event going on or to occur and if the polarity letter is already present it restricts

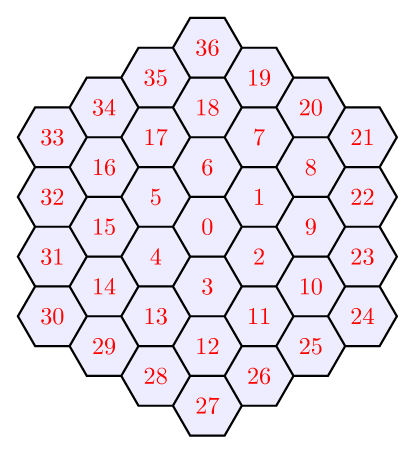
|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Chance | Event | F | Sp | Su | W | Duration (Seasons)(Polarity) | Effect  Damage Skill Yield (%) |
| 1-6% | Drought | X | X | X | X | 1-3 |  |
| 7-10% | Flash Flood | X | X |  |  | 1 |  |
| 11-25% | Heavy Rain | X |  | X |  | 1-2 |  |
| 26-55% | Good rain |  | X | X |  | 1 |  |
| 56-85% | Snow | .25X | .25X |  | X | 1 |  |
| 86-95% | Severe Thunderstorm | X | X | X |  | 1 |  |
| 96-100% | Tornado | X | X |  |  | 1 |  |

* Family Events
* Chance each season

|  |  |
| --- | --- |
| Chance |  |
| 1%-97% | Nothing |
| 98%-100 | **Twins!!** Add 2 or 3 to population of Family. |

* Historic Events

|  |  |
| --- | --- |
| Time (Year,Season?) |  |
| Pass By |  |
| Visitation |  |
|  |  |

* Maping Ideas.
* 
* 