AI Analyse - Frost Punk - Townsman

Functions of the AI:

Townsman is je main resource voor overleven. Deze mensen moet je in leven houden als je ze op weg stuurt om verschillende taken uit te voeren. Het is je taak om ze in leven te houden en zij houden jou op de hoogte van wat ze nodig hebben. Ze kunne ziek worden, honger hebben, koud zijn, etc.

States of the AI:

Omdat ze veel needs hebben hebben ze ook veel states. Daarnaast hebben ze ook een aantal states die gaan over de staat van gezondheid.

De states:

- FreeTime/FreeRoam:
    - AI will roam the vicinity of the generator and enter/exit their homes from time to time(if the have housing)

- Working:
    - AI will move towards the assigned workplace. In this state they will be unavailable for assignment to other work until taken of their current task. Depending on the location they work at they will be more susceptible to injury.

- Carrying Goods:
    - Sub state of working. Some tasks make the AI carry goods, these do not influence the income of supplies but do add a visual change. Workers will now be seen carrying good back and forth between workplace and stockplace.

- Cold:
    - AI will be more susceptible to disease. Commonly happens out on work in colder regions, can also be attained by living in a cold home.

- Chilly:
    - This state does not affect the AI mutch, it's more of a warning sign to the player to take measures against the cold.

- Warm:
    - This state is invoked when the AI is near a good heat source, it will make workers more efficient and less susceptible to disease.

- Sick:
    - In this state the AI will be at their homes if there is no medical post available, at home they will not get better and after a period of time will get into the Gravely sick state. If there's one they will occupy a spot in the post and slowly get better. Until they are healthy again they won't be able to work.

- Gravely Sick:
    - The AI is now very close to dying. If not treated soon the worker will die. Some of the Gravely ill will be frostbite victims, these will have to be sustained in a spot in the medical post or have the frozen limb cut off. In the case of the limb being cut off they become Amputees.

- Amputee:
    - An amputee resides in a Care Center until they get prosthetic limbs. While in the care center they will not be able to perform tasks. When the aquire prosthetics the will become normal workers again (healthy).

- Hungry:
    - The AI hasn't had any food for a while resulting in the hungry state. This can be solved by having food available for them to eat. If there is food the AI will automatically get it after work shifts.

- Starving:
    - In this state the AI hasn't had food for a substantial amount of time. This state will be invoked when the AI is close to dying because of lack of food.

- Homeless:
    - This just means that the AI doesn't have an indoor space to sleep. They will be on the "streets" near the reactor at all times until they need to work. Homeless people can be put to work.

- Has Home:
    - The same as homeless but then with a place to stay.

- Alive:
    - AI is alive.

- Dead:
    - AI is dead, but causes unrest until it is buried.

- Buried:
    - AI is dead and buried, gives hope to the living.

What is good about it?:

It's quite a complex system that has a lot of different states that the player needs to keep track of. It conveys all of this very well to the player. It also makes all the people in the game actually seem alive. It also fits perfectly with the game mechanics, every choice you make for them feels like it actually has a great impact on how things will pan out.

What is bad about it?:

I can hardly imagine how this system is buildup. Because of all the states the ai can have (and this is only one variation of them) it could be a giant cluster of things. There is also that a system where workers would deny a certain task would be better in place of them working to litteral death. For as is stands right now you can send them into the frost to their death, where as in if the AI would deny to go into those conditions also brings a new level of management to the game. This would be an interesting addition/change.