Miniature Kingdom Design Document

– A Complex Simulation Game with two distinct modes of player interaction

Miniature Kingdom will be a simulation sandbox game simulated at the level of individual agents. It will have two different systems of player interaction: one allowing the player to control individual agents and objects in the game world, and one giving the player more limited abstracted controls on the level of setting general rules for agents and systems to follow.

Overview

The game world of Miniature Kingdom will be small but richly populated with individual agents of various professions making up guilds interacting with each other and an environment of nuromous interactable entities and systems in a small but complex "economy".

Miniature Kingdom will have two distinct systems of player interaction, only one of which can be active at a time.

The more direct system of player control will give the player direct control over many elements of the simulation. They will place individual infrastructure buildings into the game world and control the individual agents directly.

The more abstracted player interaction system will give the player more indirect control. Instead of placing individual buildings they will set funding levels for various categories of infrastructure. Instead of controlling each agent directly they will set areas and degrees of focus for the guilds.
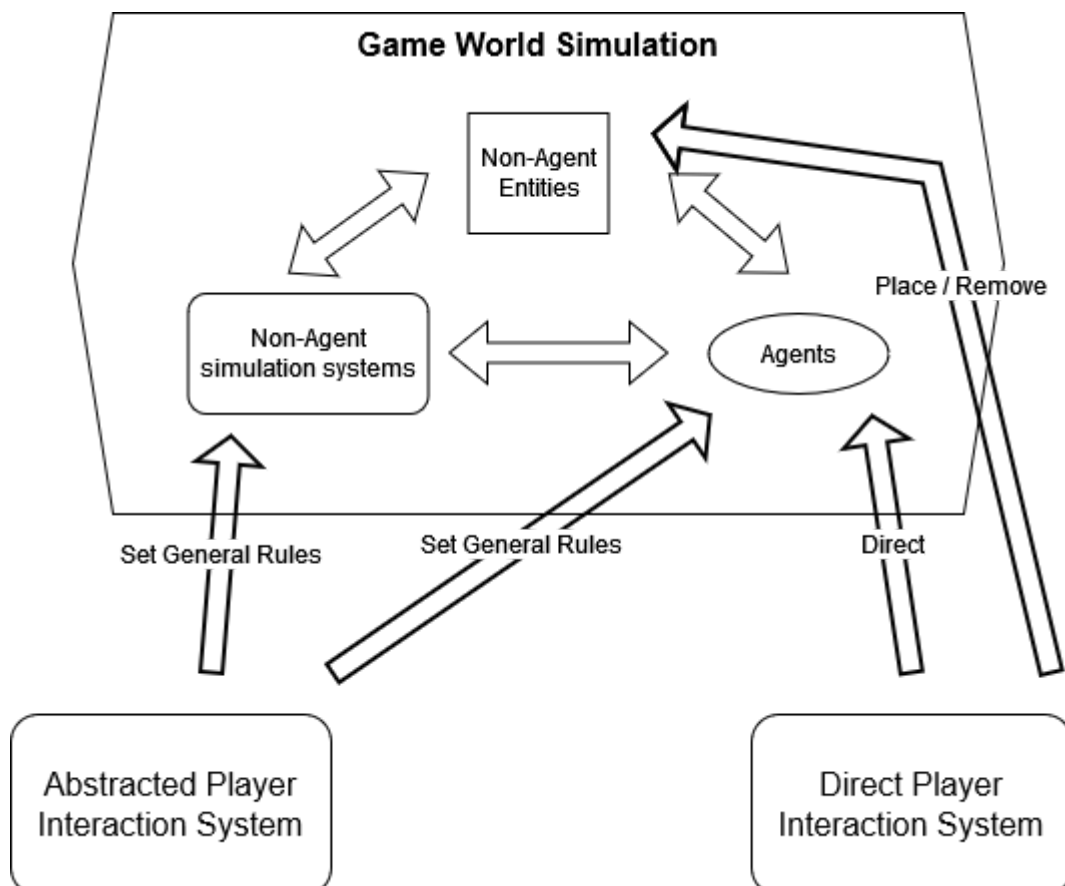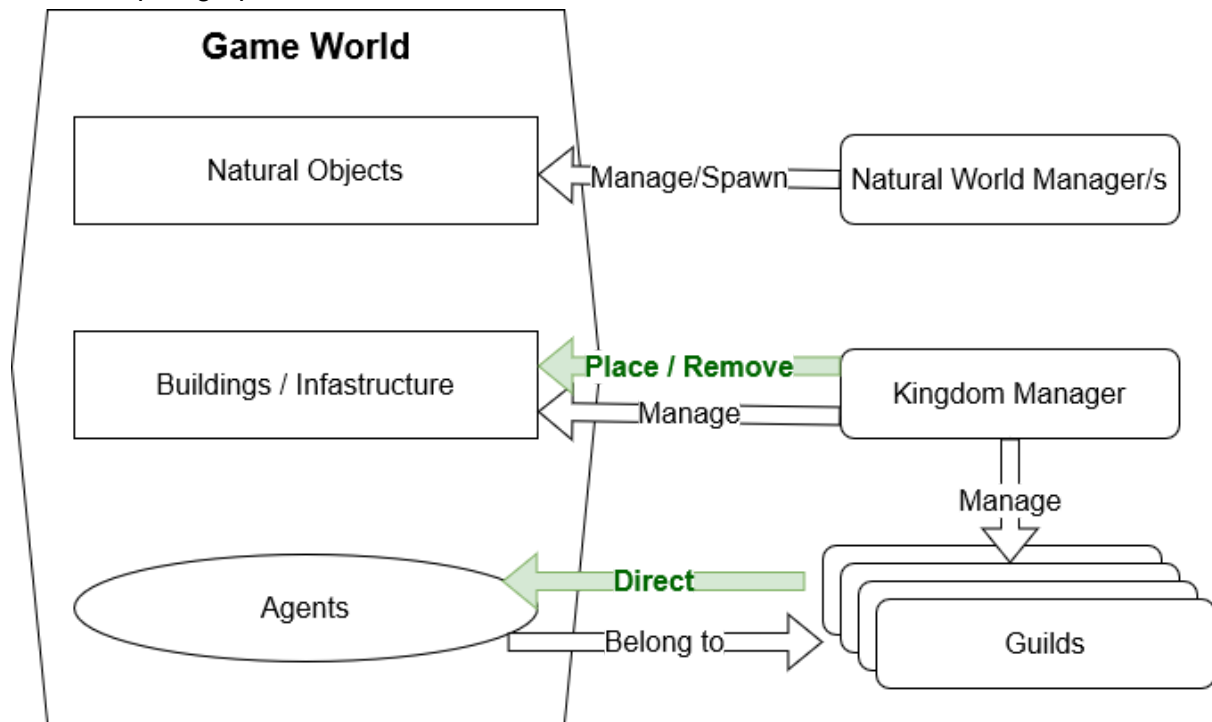
Table of Contents

Technology

This game will be built using the Unity game engine. Unity is the engine the developer has the most experience with.

Game World Simulation

Overview paragraph/s

Natural World Manager

On the natural world
<<UML diagram>>

Natural Objects

Natural objects that agents can interact with

Kingdom Manager

On the Kingdom
<<UML diagram>>

Infastructure

Buildings and such

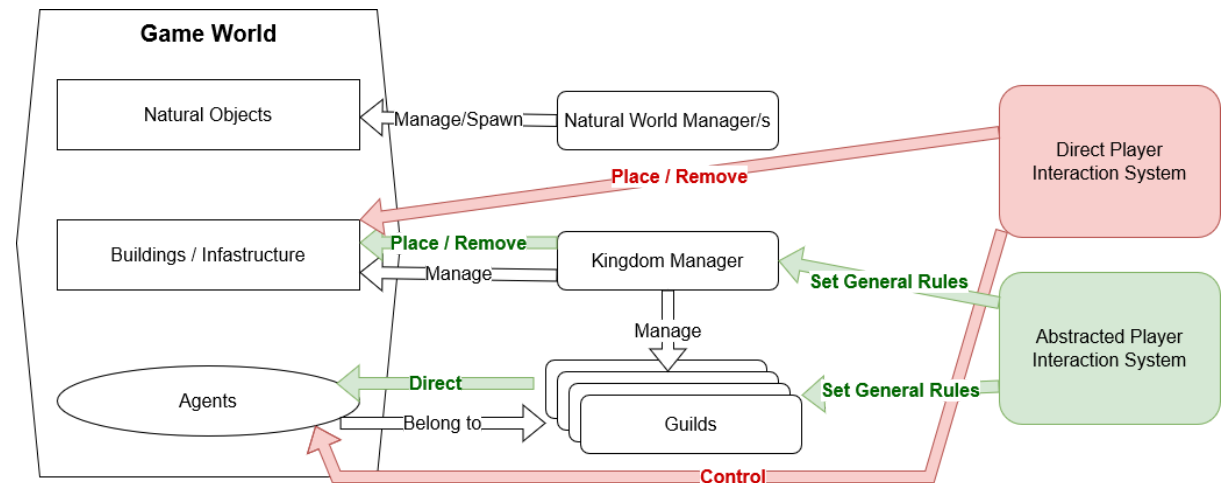# Agents and Guilds

On agents
<<UML diagram>>

Player-Interaction Systems

Overview

Direct

Direct system
<<UML diagram>>

Abstracted

Abstracted system
<<UML diagram>>