

# CMP400 Code Artefact Readme

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Github link: <https://github.com/Othelbark/CMP400-Miniature-Kingdom>

The accompanying zip file contains all the unity scripts I've written at this stage of the project.

## Notable Scripts

- **Agent** – Contains a basic inventory system implemented as a dictionary (dictionary implemented as a serialisable dictionary that is free on the unity asset store: <https://assetstore.unity.com/packages/tools/integration/serializable-dictionary-90477>) and a very basic movement system that will eventually be replaced with a pathfinding system.
- **ForesterGuild** – Derived from the Guild class. This first example guild contains the logic for woodcutters and controls the behaviour of all agents that are members of this guild.
- **KingdomManager** – In the update function contains some very rough code that distributes agents without guilds to guilds that want agents. Holds references to every instance of the SingleResourceStore class and has a function for finding the nearest one with space to a given position.
- **NaturalWorldManager** – Currently just contains a list of all instances of the Gatherable class and has a function for finding the nearest one with resources remaining to a given position.