ANNOTATED BIBLIOGRAPHY

Adams, T. (2015) ‘Simulation Principles from Dwarf Fortress’, *Game AI Pro*, 2, pp. 519-521. Available at: <http://www.gameaipro.com/GameAIPro2/GameAIPro2_Chapter41_Simulation_Principles_from_Dwarf_Fortress.pdf> (Accessed: 18 November 2022)

This book chapter from the second volume of the Game AI Pro book series is an excellent and concise summary of the simulation principles that helped to guide the development of Dwarf Fortress. The four principles can be further summarised as 1: don’t overplan just start building, 2: break down your systems to their most basic elements and interactions, 3: don’t add unnesesary complexity or try and simulate things that are inconsuquental or invisible to the player, and 4: root your systems in the real world because we know that works.

Written by the creator of Dawf Fortress this chapter is clearly grounded in strong expertise. Dwarf Fortress is quite unique but the principles are high level and clearly applicable to most, if not all, simulation games.

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Harkey, A. (2014) *Complexity & Emergent Gameplay*. Available at: <https://www.gamesprecipice.com/complexity-emergent-gameplay/> (Accessed: 19 November 2022)

An online article published on a website that focuses on board game design it contains discussion on the tradeoff between depth and complexity much of which is very applicable to video games. The article goes over several methods by which to reduce complexity or expand depth. Some of these methods require some thought to translate into a video game context but the process of that translation can give it’s own insights.

The article also touches on emergent gameplay, social interaction, and minimalism as mechanisms of achiving a good depth to complexity ratio.

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