

RD Archives

Tuesday, February 25, 2020 2:04 AM

Some of the stuff archived here is older than others, some of it as old as the Certified Ancient section, but everything in this section is, unless specifically labeled to say otherwise, POTENTIALLY USEFUL. Not everything deserves its own subpage, so that stuff will get dumped below haphazardly.

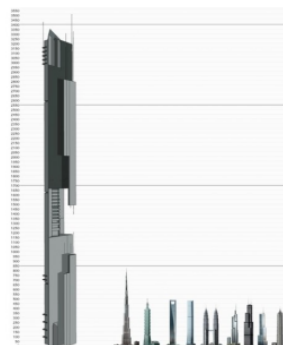
Mechanic idea: Pain thresholds. Similar to a stun bar, but instead of being stunned when it maxes out, halve movement and attack speed (or lose a turn if we go turn based) and decrease damage and/or accuracy. Naturally, this would only affect humans, and the bar would only be visible on player characters. Nozomi's threshold would be abysmal, Near's low, Seth's average, and Suruko's very high. Having such a strong disadvantage over the non-human opposition would add to the feeling of helplessness. Maybe.

Mechanic: Instead of a true dialog tree, assign an invisible point scoring system to most things. Certain dialog sections will check a point value and display the corresponding text instead of determining things based on the choices themselves. Every choice the player makes must have at least one corresponding score to adjust. One for each main and supporting character, one collective score for all extras, and at least two general scores such as good and evil.

We gon' do an extended universe. Make it detailed enough that well written fanfiction could be declared canon. City is actually an entire country, and there's a big tower in the middle of it.

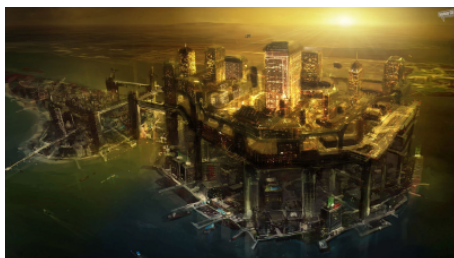
Here's the discord ramble:

*you know the citadel
from half life
guess which one's the citadel*



*center point
towers are cool
everyone has the tower idea because it's really easy, but it's also really hard to find an alternative
so we put a tower in the middle of the island as the headquarters of big bad, but we have the
version in the red world be several times taller than the one in the green world
maybe the size of the chrysler building
green
it's also the future
well you see
the combine citadel in that image is 8430 feet tall
1.6 miles or so
so lets say the tower in the red world is 2 full miles
because
that makes the red world building roughly ten times taller than the green world one
and because it's the future, and the island country prospered so much that the whole world noticed,
most of the buildings are probably skyscrapers of at least 15 stories
OHOHOHOHO of course not
that's be like 400 floors
but this has brought up a question that I think needs an answer
what's the population of this country
if we use the senkaku islands as reference, their total area is 7km. so let's say this island is 20
square km minus any outlying tiny islands(edited)
just in height from ground level, not accounting for whatever they might have underground, or
changes in width on the upper levels
YES I AM, YOU SHOULD KNOW THIS
but also we're going to assume that lost and lots of these floors are obscenely huge, like 100 feet to
one floor
we're not going to destroy the building though, because yeah, I realize how much debris that would
be
plus, to build something that tall and not have it collapse from average wind speeds, it's gonna be
pretty god damn stronk, so we could set off some bombs in some places and it would still stand
global trust is anno
maverick security consulting
also known as desperado*

yeah pretty much
 a building so tall that clouds look as far away below you at the top as they do above you from the ground
 those are mid level clouds
 low level is below that and can go low enough to become fog
 let's just say there's a reason people decided this guy is a god
 so the population question
 say the average building in the city center is 15 stories, and smaller buildings/houses are less than 40% of all architecture
 the "rural" areas of this country would be like some big-ish cities are today, like portland and salem
 hydroponics have to be a thing, and GMO has to have come a very long way. synthesized food must also be normalized, and livestock must be rare
 what's a big city that's about 20 square km
 that'd be about 7.7 square miles
 this is very small. so let's say that this 20 sq km island is 100% city, and smaller outlying islands are dedicated to food and power production and such. and military(edited)
 this is very very small
 even if the entire island was a heavily vertical city, it couldn't become a prosperous country. so let's say it's the size of manhattan, still 100% city, and still with smaller islands dedicated to production and military
 manhattan is 59 square km, 22.8 square miles(edited)
 still small enough to reasonably be an uninhabited island
 manhattan is also 32% water, so this country could do with being 10% water
 their population is 1.65 million
 28000 people per square kilometer
 so... what with utopian/dystopian future, population density is probably a lot more compact in the same area, and this country is built way more vertical than manhattan, and the whole place is city
 so the population could probably be 8m
 about the same amount of people in the city of new york, on an island the size of manhattan
 very vertical
 obviously the big bad is putting something in the water supply to keep the people so happy
 I'VE GOT THE PERFECT IMAGE



that level of verticality is what this country would require
 plus, we don't have to make a detailed world because we only need to have a list of locations and a loading screen
 the only way to put it fully to use, other than more games, would be an extended universe, which I'd be totally down for since that's entirely writing related
 if we wrote a detailed enough baseline covering the extended universe, we could let people basically write fanfiction and then say "yeah that's canon now"

