A transport simulation in Java

Roland Rytz

Compiled on October 29, 2013

I. Project Goal

THE goal of my project is to make some sort of a transport simulation, where the player builds a network of transport routes that connect sources of passengers or freight. They will have to take various factors into account when designing this network. These could, for example, be scarcity of resources in a region, commuters preferring other means of transport or even terrain.

I.1 User Interface

The first version of the game will have no graphical user interface. (The crowd gasps!) Focus will be on developing the logic of the game world, its population and their demands, the freight market, the world's economy and how it all plays together. Only after that, an interface inspired by that of Dwarf Fortress[1] will be implemented using the foundations that have been laid in the previous phase.

II. Risks

THE biggest risk in this project is that my ambitions could exceed the time and caffeine available. Therefore, it is important to get a very basic version running somewhat early and then building on that in modular pieces. Otherwise, I might end up with a lot of promising, but loose threads.

III. Project Schedule

Week	Day	Progress
44	Tuesday	Project description (this document)
45	Tuesday	
45	Friday	First playable version
48	Tuesday	More game content
48	Friday	Work on GUI can start
51	Tuesday	GUI: Menus and such
51	Friday	Rendering of game world
02	Tuesday	Building/Doing stuff in GUI
02	Friday	Done!

---

[1] http://www.bay12games.com/dwarves/