Brief – Networked Resource Management

**What it is:**

An easy to use package that aids developers with making an online City Builder / Colony Sim. Contains pre-made components and systems so the user can spend more time on other game mechanics, rather than spending time building a system for the game to work on.

**Third party libraries:**

Mirror

Animation Rigging

Cinemachine

Universal RP

Input System

2D Sprite

**Game Idea:**

* Resource nodes generate resources like wood, food, and water
* Storage nodes hold specific collected resources to be used by player
* Player has set inventory space that shows what they are holding and how much, can free up space by putting resources in specific storage nodes
* Resources are automatically depleted from storage nodes over time for upkeep on house/firewood, hunger, and thirst
* Each player has own storage nodes but competes for shared resources
* Once a resource is depleted last player alive wins

**Resources:**

* Trees – Collect for wood and saplings
* Food – Trees produce apples, can harvest for food, cannot harvest if tree is cut down
* Water – Comes from lake/river/well

**Storage:**

* Wood – Is used as firewood
* Saplings – Used to plant trees, can also be used as firewood if specified by player but depletes quicker as firewood
* Food – Used to keep players hunger up, need trees for food
* Water – Used to keep players thirst up, if water source is depleted no more water, thirst depletes faster than food

**What will be contained in the Resource Management part:**

* Ways of collecting food:
* Hunting different animals – extension
* Gathering wild, natural, random spawning vegetation
* Farming food
* How big is a single node
* Does it naturally respawn
* Does it move. E.g. an animal – extension
* What does it look like
* Ways of collecting water:
* Well
* River
* Lake – extension
* Rain collection – extension
* How big is a single node – extension
* What does it look like – extension
* Custom natural resource spawning
* Spawn in clusters or as single node – tag if harvestable
* How close together they spawn – extension
* How rare it is
* Is it farmable
* Is it plantable
* How steep can the terrain it spawns on be – extension
* How big is a single node – extension
* What does it look like
* What resource/s does it drop
* How much of that resource does it drop
* Does it auto respawn
* Does it need a specific “fertility” to spawn, if so what level – extension
* Storage:
* What resources can use it
* How big can it be – model of it – extension
* Are the resources visualised on it
* How much can it hold
* What does it look like – the model used - visualised
* Buildings: – extension
* Are there buildings
* How big is it
* What does it look like
* Can it hold items
* Can it hold livestock
* Can it hold farmable resources
* Does it produce anything
* What’s its purpose
* Does it convert resources
* Does it take time to build
* Does it take resources to build
* Is there a max terrain steepness that it can be placed on, if so how steep
* Paths: – extension
* Are there paths
* How big is it
* What does it look like
* Does it take resources to build
* Is it a simple texture, or is it a model
* Can things be placed on top of it
* Can it go over water
* Can it tunnel through terrain
* Is there a max terrain steepness that it can be places on, if so how steep
* Agents: – extension
* Are there agents
* Do they carry out tasks automatically
* Do they have specific jobs
* The AI will have to be coded by user

**Mathematical equations:**

Research and list complex mathematical operations intended to use with Networking and systems within the Resource Management systems being created

**Advanced Algorithms:**

Research and list any advanced algorithms intended to use with Networking and systems within the Resource Management systems being created

**How the systems will be modular:**

**Item inventory system:**

A list that the user can fill with ‘item lists’ for different types of items their game will have, like resources, craftables, consumables, accessories, armour, weapons, and ammo as some examples.

Each ‘item list’ will be able to have different characteristics assigned that all items in the list will inherit from.

**ITERATE ON AND EXPAND**

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Look up applications like this on unity asset store, or unreal

Target market – game jammers

Networking first, two players moving on plane, can see each other moving and bump into each other

Look at early Oxygen not included – markiplier

7 days to die

List of every object in game that has counter

Look at data oriented programming

How to mod terraria for ^ this information