Bob markup

The line

Bob (an NPIC) controls wealth and power in the northern part of the state.

* Need a Bob. Bob is a character.
* Identify what ‘control’ means
* There is wealth to be measured. Need a measure
* There is power to be measured. Need a measure
* There is a state
* The state has parts. What are the parts?
* Bob is affiliated with the northern part of the state. What is the affiliation?

The player has wealth and power in the southern part of the state.

* Need a player. The player is a character
* Player controls wealth and power. Need a measure.
* There is a southern part of the state? What are the parts?

Wealth is measure in dollars.

* The measure for wealth is the amount of dollars.
* Is utility a relevant consideration?

Power is measured in troops and cities.

* Need a measure for troops.
* Need a measure for cities.
* Need a formula to combine the two measures.
* Is utility a relevant consideration?

While cities are not being attacked they generate wealth.

* Cities change the amount of a character’s wealth.
* When the character’s cities are under attack the character’s wealth decreases
* When the character’s cities are not under attack the character’s wealth is increased

Troops can attack troops and cities.

* What does attack mean?
* Is there a transition of map position?
* In an attack are values of some measured items increased or decreased?
* What is the formula for the change? (Damage and acquisition)
* Can an attack change the boundaries of a part of a state?

In general keeping cities operating is more important than conquest of land.

* When does a city operate?
* What does ‘more important’ mean? Is ‘more important’ a notion of utility?
* What is conquest of land?
* Is there a measured value for land?

Both parties can build cities but it costs money.

* Parties are characters
* The number of cities can change. Are all cities the same in terms of measure?
* How much does a city cost?
* If a city is to be built, what checks whether the amount of money is available to the character?
* How is the map position of the new city determined?

Both parties can send troops into battle (defensive or offensive) but it costs money.

* Parties are characters.
* Are troops collections of individuals?
* How are individual ‘troops’ sent?
* How are the start and end points of the sending determined?
* What is the behavior of troop movement?
* How is the path of the troop movement constructed?
* What is the difference between defense and offense?
* How much money does it take to move troops?
* What checks to determine if the amount of money is available to send troops?

Notes

Cities are stationary.

* Cities have a map position
* Cities do not move

Troops move.

* Troops have a map position.
* Troops may move.
* Troops may be stationary

In general troops are flockish with some minimal ‘intelligence’ when released from the flock.

* Troops are collections of individuals.
* Troops behave like a flock when aggregated.
* The individuals in the flock may be released from flocking.
* What is the map position of the troops when flocking?
* When the individuals are released from the flock, what is the minimal intelligence that they have?

Bob has internal characteristics.

* What are the internal characteristics?
* How are the internal characteristics measured?

Bob does not have unlimited sensing.

* How does Bob sense the world?
* What does Bob sense?
* What are the limits to Bob’s sensing?
* Where is Bob located?

Some troops can be individually controlled by Bob as scouts.

* How does Bob control an individual trooper?
* What is scouting?
* How do scouts sense the ‘world’?
* How does a scout report?