Resource management and settlement builder game – Focus on AI for settlers

Game goal – Develop a pre-industrial settlement in a world and try to prosper.

Key features:

Settlers with needs: need to eat, drink, sleep and stay warm, used to produce resources, build buildings etc. stretch goal is settler specialisations (Explained later)

Buildings: houses (to sleep and stay warm), resource production buildings (gathering huts, storage barns, Farms, mines, blacksmiths, wells etc.), paths, Cosmetic buildings????

Resources: Iron, stone, wood, food, water, tools?

2D top down

Gameplay:

Player chooses from a list of what they want done (collect resources, build buildings, explore etc.) and they will be added to a list of jobs

Settlers will then pick a job to do and carry that job out. They will also stop if they need a break, to eat, drink and will go to bed at night (What would the player do at night? Will there be enemies that need defending from? Or should there not be a night?)

Settlers without jobs will look for a job, if there isn’t a job they will socialise, which involves standing near other Settlers without jobs and “talking”. Settlers will still adhere to their needs while socialising. Socialising settlers will produce new settlers ( ͡° ͜ʖ ͡°).

Stretch goals:

Settler specialisations:

Settlers will gain skills based on the job their doing and will prefer to get jobs that meet their specialisation. Workers with enough specialisation will learn to do additional tasks which will be added to the list of jobs the player can choose from, this allows a slow opening of the games mechanics over time.

Ideas for specialisations:

Three paradigms of settlers: Builders, gatherers, hunters

Settlers specialised in building will unlock new building types, and are the major way of pushing forward technology? Some buildings might need other types of specialised settlers?

Settlers specialised in gathering unlock new types of resource gathering, such as farms and mines. Will also unlock the ability to “explore”, increasing the map size

Settlers specialising in hunting will unlock better tools and weapons for hunting (and defending) and will be able to hunt bigger prey, get more resources from what they hunt, and unlock new things that can be taken from hunted animals (such as pelts, for keeping warm?) Maybe also unlock animal husbandry?