

Assignment 2 – Final report

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1. Chrononauts:

- The chrono-crew has 5 different chrononauts, including 4 Human chrononauts and 1 chronopet.
- Each chrononaut plays a specific role and they may also influence each other:
 - Jump Engineer: controls the time jump. He is pretty useless but the crew needs him in order to make a jump. Thus, if he dies, the simulation also ends.
 - Doctor: his first instinct is always trying to help the people, including the locals. He will try to cure people when there is a Plague; or help the injured and try to reduce casualty when there's a Skirmish or a War. He might have a small impact on the population level.
 - Historian: Whenever a piece of information about the artefact is found, the Historian may increase the information's value, depending on his ability level. The higher his ability level, the higher the value of the piece of information. If the Historian dies, the information will still keep its original value.
 - Security: will always try to limit the impact of the crew on the population centre. He will also try to limit the impact of the Doctor when the Doctor tries to help the locals in the event of a Plague or a Skirmish.
- Their ability level will slowly increase year by year. How fast their ability increases is determined by the Technological Era. In later Technology Eras, they have more means and equipment to help them do researches and learn so their ability will improve faster.

2. Chronopets:

- There is only one chronopet in the crew, but it can be any of the three types: Guinea Pig, Dog or Cat.
- Each type of chrono-pet has different impact and can assist the chrononauts in a specific way:
 - Guinea Pig: Whenever the Doctor tries to cure people, it can help him as he does experiments to find a cure or treatment, and might enhance the Doctor impact on the population level and technology level as new findings can be found.
 - Dog: Whenever the Security tries to limit the chrononauts impact on the population centre, it can assist him and limit the impact of the others as well.
 - Cat: It's only ability is being cute and everyone loves it. Thus, whenever it presents, the chrononauts will less likely to leave the crew and give up on the journey (The chance of SomeoneQuits event – a Chrononaut-specific event – will be lower).
- The ability of the chrono-pet also improves year by year like that of the chrononauts. How fast its ability improves also depends on the Technological Era.

3. Population Centre:

- Hamlet:
 - Population range: 0 person (exclusive) to 100 people (inclusive)
 - Additional functionality: has isolated farms
- Village:
 - Population range: 100 people (exclusive) to 1,000 people (inclusive)
 - Additional functionality: has a village shop which the Hamlet doesn't have.
- Town:
 - Population range: 1,000 people (exclusive) to 100,000 people (inclusive)
 - Additional functionality: has a medical centre as well as shops
- City:
 - Population range: 100,000 people (exclusive) to 1,000,000 people (inclusive)
 - Additional functionality: the medical centre is called a hospital and it also has buses
- Metropolis:
 - Population range: more than 1,000,000 people.

- Additional functionality: has skyscrapers and metro trains

4. Technological Eras:

- Each era determines the population growth, the technology growth and the improvement of the chrononauts' ability.
- Earlier eras have lower technology growth rate.
- Later eras also have higher population growth rate as there are better medicines, better living conditions etc. However, the Middle Age saw a highest growth rate as this is the time when the population grew fast and cities appeared.
- The chrononauts also learn faster in later eras; thus, their abilities also improve faster.
 - Stone Age: before 3000 BC
 - Bronze Age: 3000 BC (inclusive) to 1200 BC (exclusive)
 - Middle Age: 1200 BC (exclusive) to 1492 AD (inclusive)
 - Age of Enlightenment: 1492 AD (exclusive) to 1789 AD (inclusive)
 - Modern Period: before 1789 AD (exclusive) to present

