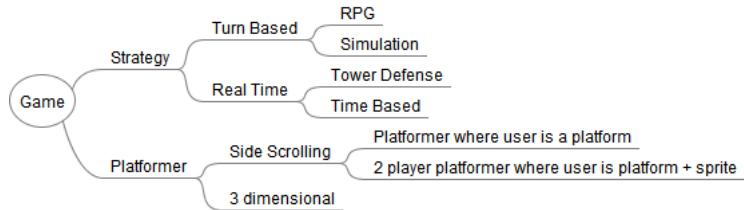


# Nuclear War City Simulator 2019 Xtreme Edition XXL

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May 1, 2019

# Initial Ruminations



Nuclear War  
City Simulator  
2019 Xtreme  
Edition XXL

Origins

Game Engine

Foundations

Pieces

Population

Resources

Buildings

Score

Building  
Integrity

# Settlement

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- turn-based strategy
- 2D grid
- rogue-like
  - short
  - procedurally generated (we hope)
  - high replayability



**FTL**  
FASTER THAN LIGHT

# Game Engine



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# Working with Godot

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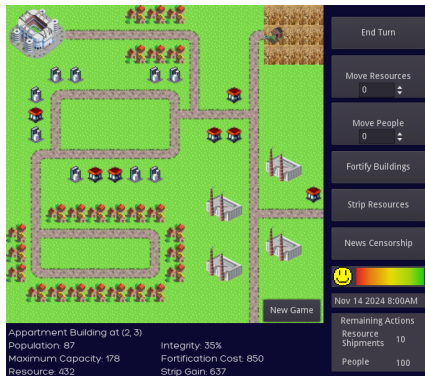
Building  
Integrity

- Steep initial learning curve
- Official Godot documentation is expansive, but it lacks examples.
- Community tutorials are more example-based.
- Recent updates have obsolesced a significant portion of provided community support.
  - solutions for the old system
- The learning curve soon plateaus.
- The native scripting language, GDScript, is nice to use.
- An extensive collection of objects is provided.

# Story

## Prepare for imminent global thermonuclear war!

- Ensure the survival of as many of your citizens as possible.
- Pacify the masses.
- Manage resources.
- Modify infrastructure.



# Population

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Who really wants to live anyway?

- Choose whether or not to keep your citizens informed.
- Relocate your citizens.
- Don't push them too hard!
- Keep them happy.



Everything needed to keep your citizens alive.

- Optimize the distribution and allocation of limited critical resources.
- Maintain citizen complacency to ensure swift movement of supplies.
- Plan for the future.





# Buildings - Overview

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**Buildings**

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## Safe haven or gravestone?

- Buildings play several unique and critical roles within the city.
- Store resources.
- Maintain buildings to help keep the peace.
- Fortify buildings to increase their chance of survival.
- Production buildings can aid the surviving population.

# Buildings - Types

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- **Stadium** - High cost to fortify, but offers a high population capacity
- **Factory** - Good for starting resources, and has a high base integrity.
- **Apartment** - Low upgrade cost, decent population capacity, and also good for starting resources
- **House** - Easy to upgrade, but doesn't offer much else. Good for the early game.
- **Farm** - Difficult to upgrade, but offers more resources, beneficial for end game.

# Building Integrity

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## How many survive the battle?

- Each building has a structural integrity rating.
- This rating can be improved by expending resources.
- The likelihood of a building's survival is directly related to its structural integrity rating.
- If a building is destroyed, everything inside it is lost - both people and resources.



## How many survive the war?

- The remaining resources are consumed by the remaining population.
- One resource is consumed per citizen per month.
- The number of initial survivors, number of months survived, and the remaining survivors are all part of the player's score.

Initial Survivors: 21/1741  
Months survived: 14  
Remaining Survivors: 21