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# Resource Building

## Quarry

Quarries can store up to 3 boulders;

There can only be 1 miner in the building.

1. Extracted from Stone Quarries (10 seconds to extract the boulder);
2. Extracted by miners;
3. Sent to the Masonry, if full sent to the storage;

## Masonry

Masonry can store up to 3 boulders and 15 stones, simultaneously.

There can only be 1 stonemason in the building.

1. Boulders are delivered by serfs;
2. The Stonemason Works it for 25 seconds and produces 5 stones;
3. Serfs pick them and distributes or stores;

## Wood Cutter

Wood Cutter can store up to 5 Logs and 50 seeds.

There can only be 1 lumberjack in the building.

1. Extracted from Forests (10 seconds to extract 1 log and gives 1-3 seeds);
2. Extracted by lumberjacks;
3. Sent to the sawmill, if full sent to the storage;

## Saw Mill

Sawmill can store up to 5 logs and 10 planks, simultaneously.

There can only be 1 carpenter in the building.

1. Logs are delivered by serfs;
2. The carpenter Works it for 10 seconds and produces 2 planks;
3. Serfs pick them and distributes or stores;

## Forester

Forester can store up to 50 seeds.

There can only be 1 Planter in the building.

1. Seeds are delivered by serfs;
2. The planter plants a seed, every 1 minute;
3. The seed will grow to a full tree;
4. This outcome of the tree will be selected by the user;
5. For now, let’s say that 1 plant gives a full grown tree for cutting;

# Food Building

## Water Boiler

The boiler can store up to 20 empty buckets and 5 buckets of water.

There can only 1 Boiler in the building.

The Water Boiler needs to be near a lake preferably.

1. Empty buckets are delivered by serfs;
2. The Boiler will fill the bucket with water from the lake (process of going to water, fill it and then return with the bucket filled);
3. The Boiler will boil this bucket of water, which will take 15 seconds to boil and it’s ready to go;
4. Serfs pick the filled bucket and distributes or stores;

## Fisher Hut

The Fisher Hut can store up to 1 fish rod and 5 fishes.

There can only 1 Fisherman in the building.

The Fisher Hut needs to be near a lake or sea preferably.

There is only need to make 1 fishing rod for 1 Fisher Hut, They won’t break;

1. The fishing rod will be delivered by a serf;
2. The Boiler will find the nearest sea or lake and fish, the process of fishing will be between 10-30 seconds;
3. The fish is immediately ready after returning to the hut;
4. Serfs picks the fish and distributes or stores;

## Hunter Hut

The Hunter Hut can store up to 10 small animals and 2 bows and 2 spears.

There can only be 2 hunters in the building.

The hut should be near an area with a lot of critters.

There is only need to make at least 1 spear or 1 bow.

The bow is more effective than the spear and will allow to catch birds.

The weapons are delivered by the serf.

There will be a good number of critters to catch but they will serve to add variety since they will feed more or less the same except for birds that might give some minor bonus.

Critters for now:

* Squirrel;
* Bird;
* Worm;
* Frog;

1. The hunter will find the nearest critter, if not given any priority;
2. The critter is immediately ready to be picked up by the serf (still needs to be cooked), after returning to the hut;
3. The hunter will make intervals of 20 seconds before going to out again to kill again;
4. Serfs picks the critter to distribute or store;

## Farm

Farm can store up to 20 seeds and 5 pieces of wheat.

There can only be 1 farmer in the building.

1. Seeds are delivered by serfs;
2. The farmer will first till the selected soil near the farm;
3. The farmer plants the seeds in soil, every 1 minute;
4. The seed will grow into wheat;
5. After it grows, the farmer will harvest the wheat;
6. Serfs pick the wheat and distributes or stores;

## Wheat Mill

Mill can store up to 5 pieces of wheat and 5 flour.

There can only be 1 miller in the building.

1. Wheat is delivered by serfs;
2. The miller works the wheat for 20 seconds and produces 1 flour;
3. An empty bucket of water is stored as a left over;
4. the serfs will pick the empty water bucket and distribute or store;
5. Serfs pick the flour and distributes or stores;

## Bakery

Bakery can store up to 5 pieces of flour; 5 buckets of water and 5 pieces of flour.

There can only be 1 baker in the building.

1. Flour and water are delivered by serfs;
2. The baker works the flour and water for 25 seconds and produces 2 breads;
3. Serfs pick the bread and distributes or stores;

## Vineyard

The vineyard can store up to 5 seeds and 6 barrels.

The vintner is the person that works in the vineyard.

You first need to till the soil in a nearby area, preferably, of the vineyard.

The vintner only needs to plant these seeds only, and after it grows into branches, it never needs to be replanted or fixed.

1 branch of wine yields 2 barrels of wine;

1. The serfs bring the seeds and the empty barrels;
2. The vintner plants the seeds in tilled soil;
3. After 120 seconds, it grows into a branch of grapes;
4. Branches take from 60 to 100 seconds to grow grapes ready for harvest;
5. The vintner harvests the grapes of a branch and needs to process them, this process takes 60 seconds;
6. After this it needs to ferment for another 60 seconds;
7. After the fermentation process, it’s ready for consumption, the serfs may take it and distribute or store;

## Kitchen

Kitchen can store up to 15 pieces of food; and 9 set of tools.

There are 3 different tools that increase the output of the Kitchen. There can be a maximum of 3 for each tool.

These tools are:

* Stove;
* Pot;
* Spoon;

The spoon makes all food 10% better;

The Stove makes all food 10% more effective;

The pot allows to join 2 pieces of food to create a stew that is 2.5 times more effective that a single piece of cooked food;

All food is cooked without the tools but the tools give good bonuses and only need to be made once;

All different food (animals and vegetables give different food satisfaction).

Beverages are not produced in the kitchen for now, for now there will be water (Boiler) and wine (Wine house???).

Each cooker can have 1 spoon, 1 pot and 1 stove, hence the 3 limit for each tool and 9 limit for a total of tools.

There can only be 3 cookers in the building.

1. All sorts of prepared food arrive at the kitchen by serfs and ready to be cooked;
2. One of the cookers pick up the piece of food and depending on the food cooks it for a time ranging from 30 to 90 seconds;
3. After cooking the food is available for being picked up;
4. Serfs pick the cooked food and distributes or stores;

## Restaurant

Restaurant can store up to 50 pieces of food (including drinks).

There are 3 different tools that increase the output of the Restaurant. There can be a maximum of 10 for each tool.

These tools are:

* Fork;
* Knife;
* Bowl;

The 3 tools equally increase the eating satisfaction by 10% (each).

The restaurant can have simultaneously 10 customers eating.

The eating process will depend on the food they eat; the customers may eat more that 1 piece of food according to their satisfaction. Customers pay nothing to eat.

Each customer will make use of the tools if they are available, if there are none available they will still eat but feel less satisfied.

UNDECIDED: There might exist a waiter, and there would be a waiter per restaurant serving the food. OR the customers just serve themselves and the restaurant just serves and the central point to serve food.

The restaurant can have simultaneously 10 customers eating.

1. The customers arrive and sit if there are seats available;
2. The customers pick up a piece of food and depending on the food it is, it takes from 20 to 40 seconds to eat it;
3. If not fully satisfied, try to eat more or drink if there is food available;
4. Once satisfied, gtfo.

# Utility Building

## Storage

Storage can store up to 2000 items.

Storage stores all items existing in the game.

Serfs deliver the items in the nearest storage when necessary.

## Workshop

Workshop can store up to 10 tools.

There can only be 1 craftsman in the building.

The workshop will produce different tools, naming them:

* Bucket (Boiler);
* Chair (Inn);
* Stove (Kitchen);
* Pot (Kitchen);
* Spoon (Kitchen);
* Fork (Restaurant);
* Knife (Restaurant);
* Bowl (Restaurant);
* Bandage (Hospital);
* Medicine (Hospital);
* Bed (Hospital);
* Book (School);
* Fishing Rod (Fisher Hut);

NEED TO DEFINE HOW MUCH THE COSTS FOR EACH TOOL.

1. The necessary resources will be delivered to produce the wanted tools;
2. The Craftsman will spend from 30 to 60 seconds depending on the tool;
3. Serfs pick the tools and distributes or stores;

## Inn

Inn can store up to 10 tools.

These tools for now are just chairs;

Customers will come to here to rest if they are over-stressed.

There can be up to 10 customers.

1. Customers come here when they are tired;
2. Rest;
3. …;
4. Profit;

Note:

over-stressed happens when they are consecutively working nonstop, after a few dozens of consecutive work, they will build up stress and feel the need to rest and they will come here to do so.

## Hospital

Hospital can be equipped with a total of 3 tools.

There is space for 1 customer. The customer can stay in the hospital until he is healed regardless of the tools that are present.

There is space for 1 doctor.

There are 3 different tools and they will never break once made.

* Bandage;
* Medicine;
* Bed;

The bandage heals the customer faster by 10%.

The medicine heals the customer faster by 15%.

The bed rests the customer so that he doesn’t need to rest after being healed. If there is no bed, the customer will need to rest after leaving.

There will be a chance for the customer to die, 1% chance if it’s fully tooled up to 7% if there are no tools (2% increment).

The disease will also affect the probability of death. The diseases thought of are:

* Flu: +1% of death probability; 1% probability of happening;
* Las Plagas: +3% of death probability and turning into a zombie and attacking your people; 0.8% probability of happening;
* Genophage: +3% of death probability and will never be happy above 70% (no balls); 0.6% probability of happening;
* Porphyric Hemophilia: +3% of death probability and turning into a vampire and attacking your people; 0.5% probability of happening;
* Rat Plague: +3% of death probability and turning into a rat and attacking your people; 0.4% probability of happening;
* Forced Evolutionary Virus: +3% of death probability and turning into a mutant and attacking your people; 0.1% probability of happening;

1. The customer arrives when he feels ill;
2. Depending on the sickness, the customer will stay from 20 to 100 seconds;
3. If there is no bed, the customer will go to the inn. However, if there is a bed, the customer will be able to go to work immediately after;
4. The serfs handle the distribution of the tools;

## School

From the school you can recruit all kinds of profession.

DEFINE THE COST FOR EAH PROFESSION.

To able to have someone graduate as whatever profession you chose for them you need to have 1 book as a resource.

Book speed up the education time by 25%;

The school can hold 50 books, books are produced at the workshop.

There can only be 1 professor in the school.

There needs to be enough population to graduate someone, if there is no jobless population you need to wait for someone to pop up.

1. Choose the profession that you want;
2. Education takes 90 seconds;
3. The person that graduates is immediately released to the world of work;