

# CSC2A10 Practical X Design Document

By

David Menachem Joel  
Student Number: 201071264

## GAME DESCRIPTION

This game is an economics simulator in a sci-fi setting. At the start, your spaceship has been stranded on a planet. The planet does not have a breathable atmosphere, but there is ice at some parts of it. You start with a certain amount of people, which you are at the limit of sustaining, and you need to build enough of a technology base to firstly survive, secondly get back to earth. Luckily, the spaceship can fabricate enough parts to start with a small dome and fabricate parts to bootstrap the stranded colony.

You need to sustain your economy to ensure your population not only survives, but also grows enough to fix your spaceship for return to Earth.

To repair your spaceship, you need to build “technology centres”, which in turn need a larger population and electricity. Population needs health to stay alive, and health is determined by what shelter food, water, electricity, air and happiness is available.

Various buildings will determine resource growth, and will in turn depend on other resources; e.g. a farm will need water and electricity, but contribute slightly to air, and technology centres will need electricity and people to generate tech.

## GAME CONDITION

Win Condition:

Your spaceship is repaired for its flight back to earth 😊

Lose Condition:

Everyone dies ☹

UML DIAGARAMS

Game UML



