Product Name: Family Bussiness

Product Category: Economic Game

Idea Forming Time: 9:40pm , 01/31/2020

Product Description:

In a boring Friday evening, I was watching random game review videos on Youtube as usual and try to relief the guilt of being layed off while not doing anything productive. Scrolling through the economic game that I have played over the year from The Stories of Seasons to Port Royale, A idea to me that I have never play a economic games that have long and complete history line.

The concept of time is crucial in economic and development game since the profit of the 'business' is related to business running time.

In the Story of Seasons the time is displaced through a clock which simulate real life clock, and the day count do not refresh unless the charater goes to sleep or get exhausted and pass out in the wild, in which case i will be teleport to the bedroom and probably got sick. 30 days as a season and the game conclude after 4 years.

In the Port Royale, time is continuous and random climate event such as wirlwind and storm appears on sea. Some historic event come in and it affect the status of AI city and the bussiness that the player is operating. The whole game runs on a map of carribean sear and the goal is to build a trade empire across the various islands. The player have the freedom to speed up the game.

In the other non-economic game that have an economic system, it is mostly turn based strategy games with fix economic status each turn. Different playing style lead to different development direction and eco-status in the next turn.

However I have never seen any games that reflect the idea of wealth passing down through generations and accumulate and eventually leads to an empire, which in my opinion is the evil origin of social-economic gap but thats another topic. So many wealth 'royale' family in history is built throught generation of effort, mostly bloody exploitation at the start and laundried in the later stage.

The game should start from a early timeline in history, perhaps when human is still in the stage of hunter-gatherer stage. The player start from a simple farmer or a kid from peasont family. It should be like Europa Universalies with a focus on economy. In that game, there is not logistic system and the province development is mostly for increasing population, prosperity and income, which are pumped back to military expenditure.

Distinguish Function:

1. Time should be flowing at a controllable speed, and the player can stop the game any time to operate the business. The battle should also consume time which is estimated before happened. The player can make necessary changes before goes into battle.

TODO Complete description of timing system. It should be different from the other eco games

2. The player should have a normal life circle, birth, personality development, marriage, reproduction, get old and perish. The wealth should be pass down to his off-spring if the blood-line is intact. Something can be added here:

a. Have kid, have male heir, no tax system yet in the coresponding time in history, all business pass down

b. Have kid, have male heir, tax system

c. Have kid

TODO Description of various inheditery senerials.

In the end the player identity should be sihfting through history.

3. Freedom in game starting time and location, with different location and time give different opportunities and challenges for the entrepreneur. Eealy time give low competition but also limited access to research and trading & development options, vice versa. Different continents also have different buff (North America, Central America, South America, North Europe, West Europe, North Africa, Central Africa, South Africa, Pacific island)

TODO Description of features of different starting locations.

Log:

01/31/2020 First time writing the document. Concept of the business game initiated.