# World Generator 6000 Project Charter

## Objective:

The World Generator 6000 is a new, different beast than any other world generator out there. It does not generate a map, but rather *fills out* a map. The generator creates an intricate world with geology, climate, ecology, cultures, civilizations, nations, cities, factions, characters, and history. These can then be placed in appropriate areas on any pre-generated map.

The generator is meant not to replace the world building that a writer or gamemaster might want to do, but instead fills out the details. There will be a great amount of modularity and control over what is generated, including:

* Choose what settings and entities to randomize
* Keep settings and entities you like, and randomize selected attributes
* Dependencies that make more realistic generation
* Custom control over the parameters and ranges of generation
* Control the amount of detail in a section
* Generate any entity independently
* Move entities to and from the parent entities
* Saving random generation settings
* Export the data to a document or another format

The tool is meant to be used when and how you need it. No need to generate a whole new world when you only need an additional city or faction, or even just a list of characters or towns for your characters to interact with!

### Objective Summary:

* Fill out a world with geology, climate, ecology, cultures, religions, civilizations, nations, cities, factions, characters, and histories that can be placed on any pre-generated map
* Add custom features, such as magic, technology, and new resources to the generation algorithm
* Supplement and fill out details for your world
* Add your own descriptions and details
* Qualitative ranges and data that can be interpreted creatively, not arbitrary lists
* Example interpretations for combinations of elements
* Great control and modularity over what and how entities are generated
* Random Generation for each entity or Distributed Generation for a more balanced range of values
* The ability to load, save, import, and export data
* Keep the world data in a convenient tree-based system

## Scope:

This project is limited to narrative elements of a world. There will be no map generation and using or maintaining the world details may be more easily facilitated in another application. It is meant to generate new details and to fill out areas in worldbuilding where the worldbuilder does not want to do so himself yet give him tools so that he can sculpt it to his own parameters.

## Deliverables:

A full GUI and inline text controls.

Generators for geology, climate, ecology, cultures, religions, civilizations, nations, cities, factions, characters, and histories each dependent on appropriate parent entities.

File management system

Multiple export file formats

## Milestones

1. Entity Generation
2. Generation control methods
3. File system integration
4. GUI and inline text controls
5. Website and Github to showcase the project.

This project must be finished by April 1st, 2021

## Risk Assessment

Time and Perfectionism - I must not waste time on the generation algorithm. I want something that is functional and reasonably good, but not so much that I run out of time on the project.

## Assumptions

This is a tool meant for writing and worldbuilding. Typically, it will be for fantasy or fictional worlds, but not for space opera type generation. The worlds it creates are assumed to be habitable worlds with water and plate tectonics, in the habitable zone of the star system. There will not be very much attention given to the solar system beyond number of planets, suns, and moons. There will be a reasonable attention to scientific detail for geology, climate, morphology, and intelligent life.

## Notes:

One major aspect of this project is to find a way to generate “characteristics” for an entity (City, character, culture, etc.) that do not rely on an arbitrary list of pre-generated items. These would focus on spectrums of an aspect or idea.

For example, to make a character concept, I might make a character descriptor. This descriptor would fall within some general category: Personality, Profession, Supernatural ability, etc. Then I would have various scales. For a super-power, it would have something like these: how internal vs external it is, whether it affects others or himself, how harmful/helpful is it, what aspects of life does it impact, is it matter vs energy, etc. Then as a worldbuilder you would take that output and interpret it to be whatever super power you think it would work as.

This is the style of generation that I want to use for the majority of the details in a world.