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Villager Management game—‘home again’

A game where the player assigns tasks to villagers, such as building, growing food, and collecting resources, to ensure the survival of the villagers.

1. Map

In parallelogram coordinates to mimic 3d effect. Randomly generated map and resources

1. Villagers

Villagers solve mazes to walk to different destinations, have complete walking animation, and is able to switch between different jobs. Each job has its own AI algorithm. Determining on what state a villager is in, he/she will be doing the different tasks as demanded by that job. Villagers do so in parallel (real time).

1. Buildings

Different buildings have unique attributes, and is able to store information about the workers that work for that specific building.

1. drawAll

All items in the game, including villagers and resources, must be drawn in a correct order to create the effect of perspective. This is accomplished with a sophisticated algorithm that determines what items get drawn first.

1. Housing management

Housing algorithm maximizes fertility rate of the villagers by assigning two adults of the opposite gender to a house with no adults, if there are ANY possible way to achieve so.

1. Time dependencies

Resources such as trees and wheat alter over time. Villagers also age over time.