Gritbot Behaviour

Document to explain the control flow of Gritbot

## Description

This document outlines the steps I took to describe the game’s behaviour in Java. It includes flow charts demonstrating parts of the game. This document should be used as a place to add behaviour descriptions at a high level, and as a lookup when those behaviours are in development.

## *Gameplay Loop*

### World

|  |  |
| --- | --- |
| Locations |  |
| Location of Colonist |  |
| Random Event Placed |  |
| Biomes |  |

### Colonist

|  |  |
| --- | --- |
| Colonist Traits |  |
| Colonist Move |  |
| Colonist Action |  |

### Task

|  |  |
| --- | --- |
| Task List |  |
| World Event |  |

### Game

|  |  |
| --- | --- |
| Things to do (not in order as of 27/02/23) | Property of thing or how it will be achieved |
| *Ginput* | *God input* |
| *World Event* | *Temporary or Permanent* |
| *Colonist Move* | *Direction* |
| *Event Trigger* | *Local* |
| *Colonist Memorises Event* |  |
| *Carry Out Task* | *Roll or Chance* |
| *Process Task* | *Overtime Input* |
| *Mood adjust* | *Happiness/Tiredness/Recreation* |

### World Setup

|  |  |
| --- | --- |
| World Space Generation | HashMap |
| Biome Placement | Allows for certain tasks to complete |
| Initial Colonist Placement |  |
| Initial Event Placement |  |