The ASCII Project - Server

Homeostasis

World

AI
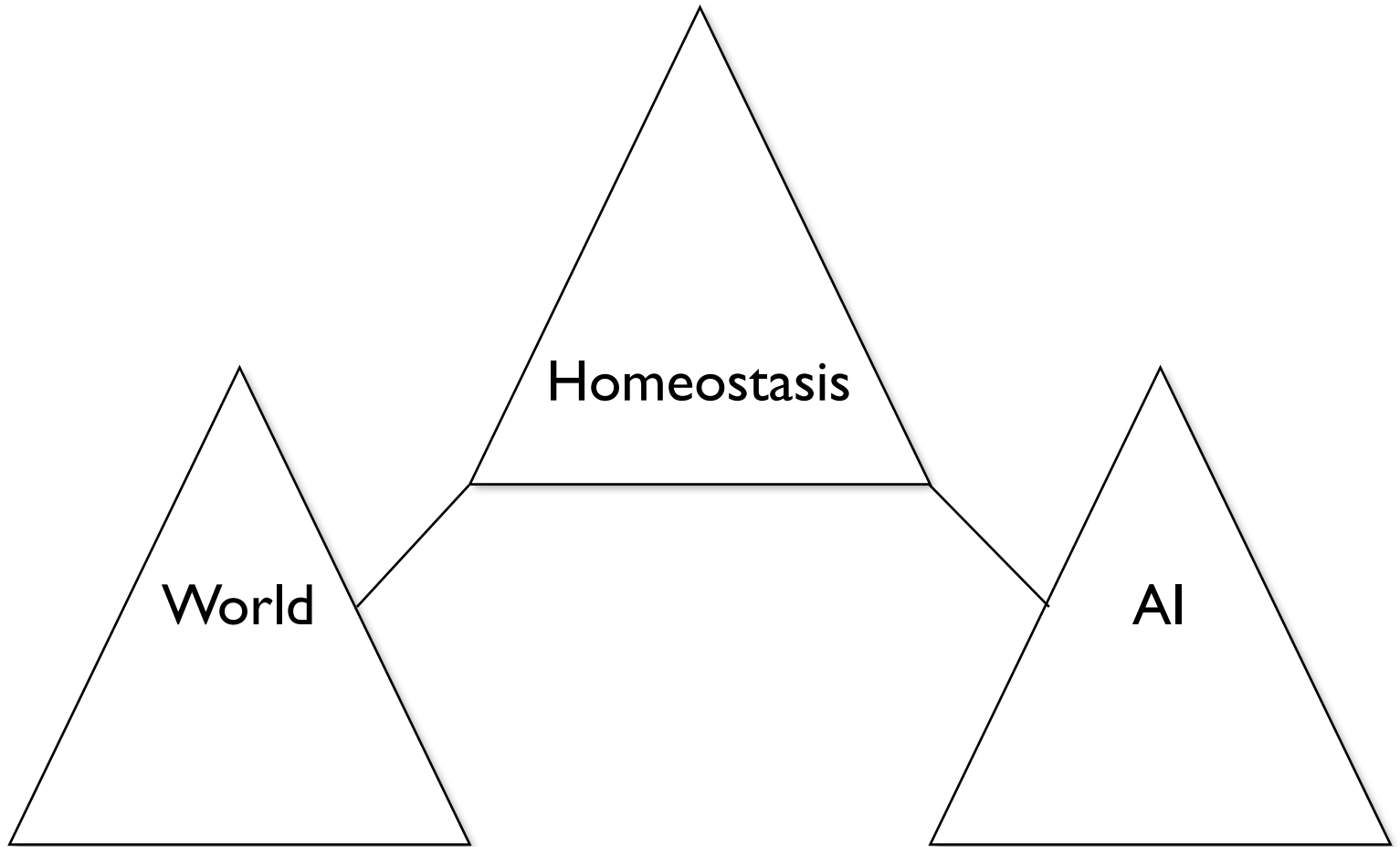
Engine Concepts

Game World
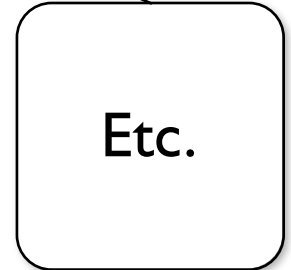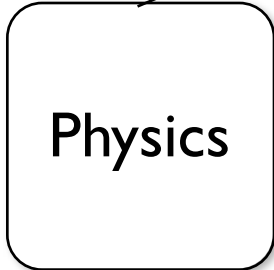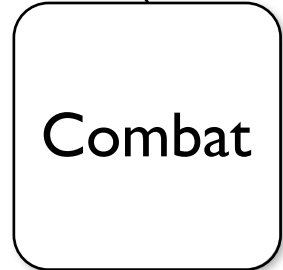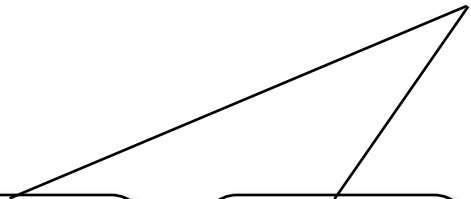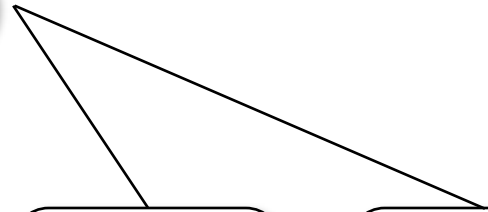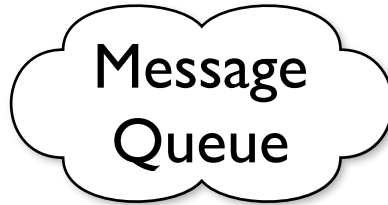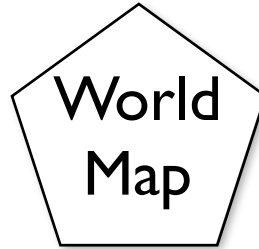
Engine Communication

Server Startup

| Parse Configuration File | Setup Database | Generate World |

| Start World Engine | Start Physics Engine | Start Weather Engine | Start Entity Tracker | Start AI Engine |

| Start Networking |

Game Engines Start Before Network Opens

Generate World (Setup)

Create X/Y/Z WorldMap Container	→ For Each Map →	Generate Solid TileMap with x/y

Mineral Distribution	Continental Drift	Run Water Erosion(n)
Cavern Placement	Underground Magma / Water Erosion	Fill Water and Run