Capstone Project Proposal - Human Hamlet

My capstone project will be a civilization building game that will be called Human Hamlet. In the game, you place down buildings that require resources to be created. You have a population of humans, who you indirectly control by designating some things to be done, just like in the game *Dwarf Fortress*. The screen is a 10x10 grid, which is empty at first, except for a meeting hall and 10 humans.

The outline below is the planned gameplay loop.

1. Main loop
   1. Display the map
      1. Use ASCII graphics
      2. Use print statements and a nested loop
   2. Choices
      1. Designate buildings
         1. Input type of buildings
         2. Input x and y positions
         3. Building isn’t constructed until a human comes to it.
      2. Conscript military
         1. Show menu of humans
         2. Choose humans to conscript
      3. Attack
         1. Show menu of locations
         2. Military disappears off main map
         3. Simulate a war off screen
         4. Military comes back with wealth if they win
         5. Military doesn’t come if they don’t
      4. Do nothing
   3. Display stats
      1. Wealth
      2. Population
2. Simulate combat off-screen loop
   1. Find other side’s people
   2. Find this side’s people
   3. Simulate a battle between people with most equal skills
      1. Add skill points and armor points.
      2. Compare.
   4. Check survivors
      1. None: Military returns or doesn’t
      2. Yes: Repeat the loop.