**Features I want:**

* I really like the complexity of caravaneer 2 in terms of the individual caravan. I like the logistics handling and especially the way livestock work.
* I want a central screen to manage and view the details of the tribe.
* This should be handling things like nutrition, clothing, jobs, flow of time, and e.t.c.
* How much control should I exert? I.e., should the entities choose and I just create “jobs”? (Dwarf Fortress model). Or should I exert more specific control?
* Which model is simpler for a first iteration? The one that gives me more control as a user. I’ll design the other system later.
* Conflict?
* I definitely want multiple tribes to exist. Inter-tribe diplomacy will be fun, both to think about and to program. However. I can easily see this as being a separate module onto a larger structure.

**Technical Structure:**

* I need a robust central program that can handle operating multiple modules without too much difficulty. I’d like to imagine it being like a USB port. There’s a single, standardized way of introducing new tools, and those tools allow the easy introduction of flexibility/new features.
* From the above, it seems like the individual modules should handle most of the work and just return a standardized output which the central program can interpret. Is this efficient though? I’m curious about efficiency though. I want this to be a pretty big/complex simulator. I don’t want there to be immediate space and time limits.
* I’ll think about this.