**Setting:** I strongly like the post-apocalyptic environment described by fictional worlds such as the Fallout series. Primarily because I like the creative freedom technologically. The physical space, for whatever reason, also appeals to me.

What do people need in order to simulate something similar to the complexity available in games such as Dwarf Fortress and Caravaneer 2?

The tribe will hold information regarding the location of individuals. As well as the communal resources available.

Should I also store relationships? Or should I leave that alone for now?

**Constant:**

CALORIES\_NEEDED\_PER\_DAY

**Attributes:**

Name – String, Obvious

Faction – String.

Gender – Boolean. Nothing experimental here… yet. True -> female, false -> male.

Inventory – A List of Items. Representing the belongings of this particular person.

Activity – An Activity object, which does something (i.e., produces items, or changes physical characteristics) every day.

Happiness – A double between -100 – 100, representing overall contentment. -100 is absolutely crushed. 100 is ecstatic.

Strength – A double. A representation of health and all its myriad of factors. Minimum is 0 (which is death), maximum is 20 (herculean). 10 is a pretty strong, fit guy.

Head – An Appendage object, can only fit clothes.

Chest –

Main hand –

Off hand –

Feet –

**Appendage:** Stores two things. A Boolean “attached?” and an Item (Possibly null).

**Activity:** Stores all the possible changes that can be effected by an activity. Works accordingly.