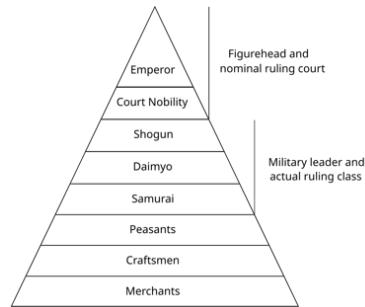


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Age Setting

Inspired by: Japanese Edo Period

- **Economy:** Rice, Merchants, Loaning, All managed by the Daimyos
- **Military:** Samurais families
- **Religion:** Buddhist, Shrines
- **Education:** Literacy and simple arithmetics were known for most higher class families (merchant and rich farmers 60%, samurais alm 100%), At the end, **Bookstores** arrived because so many were literate.
- **Arts:** Paintings, poems, japanese sword mounting and armors, Music, Theatre
- **Entertainment Districs:** (later in edo period) Izakayas, food stalls,
- **Social Policy:** Shogunate, military dictatorship with an Emperor that had limited power over the country. Daimyos were the “royal families” of the shogunates from different arrangements and past war allies even enemies (treaties).



Deprecated

Mythologic Greece

- **Economy:** Agriculture, crafts (pottery and more), olive oil, Agoras
- **Military:** hoplites, spartans, phalanx
- **Religion:** Mythological Greece
- **Education:** Philosophy, arts of debate, arts of war,
- **Arts:** Philosophy, sculpting, architecture, pottery
- **Entertainment Districs:** Theatre, Debates (Acropole)
- **Social Policy:** Democracy (athenian), Oligarchy (sparta)

Scandinavian Vikings

- **Economy:** Raiding, agriculture, shipmaking
- **Military:** Vikings, shield wall, axes and strong infantry
- **Religion:** Norse Mythology. Odin, Thor, rites, sacrifices, oral tradition
- **Education:** Oral Traditions, no schools or whatso ever
- **Arts:** Shaman, Rune makers,
- **Entertainment Districs:**
- **Social Policy:**

Village

What constitutes a village, what limit is there to villages, what type of people constitutes the village and how do you manage the village?

Village Feeling (Combination of setting and change-ups)

The feeling that the village should convey is a **sweet, nice** and **cooperating** feeling to the player.
(ref: [Town to City](#))

- When the village is **discontent**, it shouldn't be threatening. The village should show signs of **slowing down** in production and **visual queues of discontentment**, like: sad faces icon, different animation set for walking and more.
- When the village is **happy**, the contrary should happen. UI should show on Houses and Profession Buildings **green icons, different UI, different borders**, something simple.

Village's Villagers Limit

- Simply, a village limit should be what amount of villagers can be housed. **Except when starting.**
- Excessing that limit will leave a notice that in **X time** unhoused villager will leave the village
- The **village will be smaller** than Anno of course, so few villagers or even 1-2 villager should be used to gather the resources and craft others. Because more than this and it snowballs into a 2x expansion really quick of the population of the village which creates:
 - Need to expand the map to fit villagers and the Village's building
 - Need to review the entirety of the value of 1 villager and rebalance them
 - Need to review the resource economy entirely (needs and crafting/gathering values)

Global Statistics of the village

Happiness: the overall happiness of the villagers. this statistic dictates the overall approval of your and the governance of the village

Literacy: this dictates the overall literacy of the village. This stat should not be split up into types of residents. We will count monk/priests and noble/daimyos as literate. The literacy of

villagers will only be counted on villagers and will increase:

- 😊 Their loyalty or disloyalty towards you
- 📖 Their understanding of jobs, so increase their production
- 🏠 Their consumption will change with their literacy, books, poems, arts and refined products

Governance

- A villager will be named governor of the village and will eventually be replaced or have coworkers when social policies will evolve within the village.
 - This governor is **right now a placeholder profession**, but could impact happiness of the village and the overall productivity of it too.
 - Depending on his overall stats in certain categories, he should **buff Military with Physical stats**, **Productivity with Craftmanship stats** and **Science and Culture through Social Stats**
- Some policies will create different type of governance, hence will need different type of people to govern in different roles.

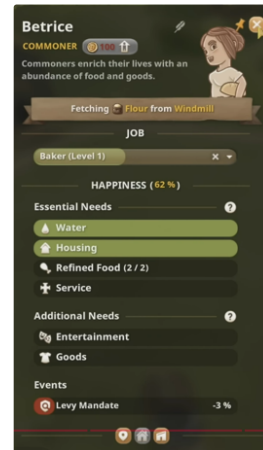
Villagers

👤 Villagers are the backbone of the game, everything should interact through them and their personalities and skills. They should:

- Have a profession, or be a freeloader
- Have a Definite name different than others
- Have a set of skills/characteristics
- Have skills close to their parents (70%) or totally different (30%) if they have parents
- They should live in a house alone or with multiple families (depend build type)

They will have Needs and demands as such:

- Housing
- Food
- Services, like taverns, reading spots,
- Decoration score



Foundation, Villager UI

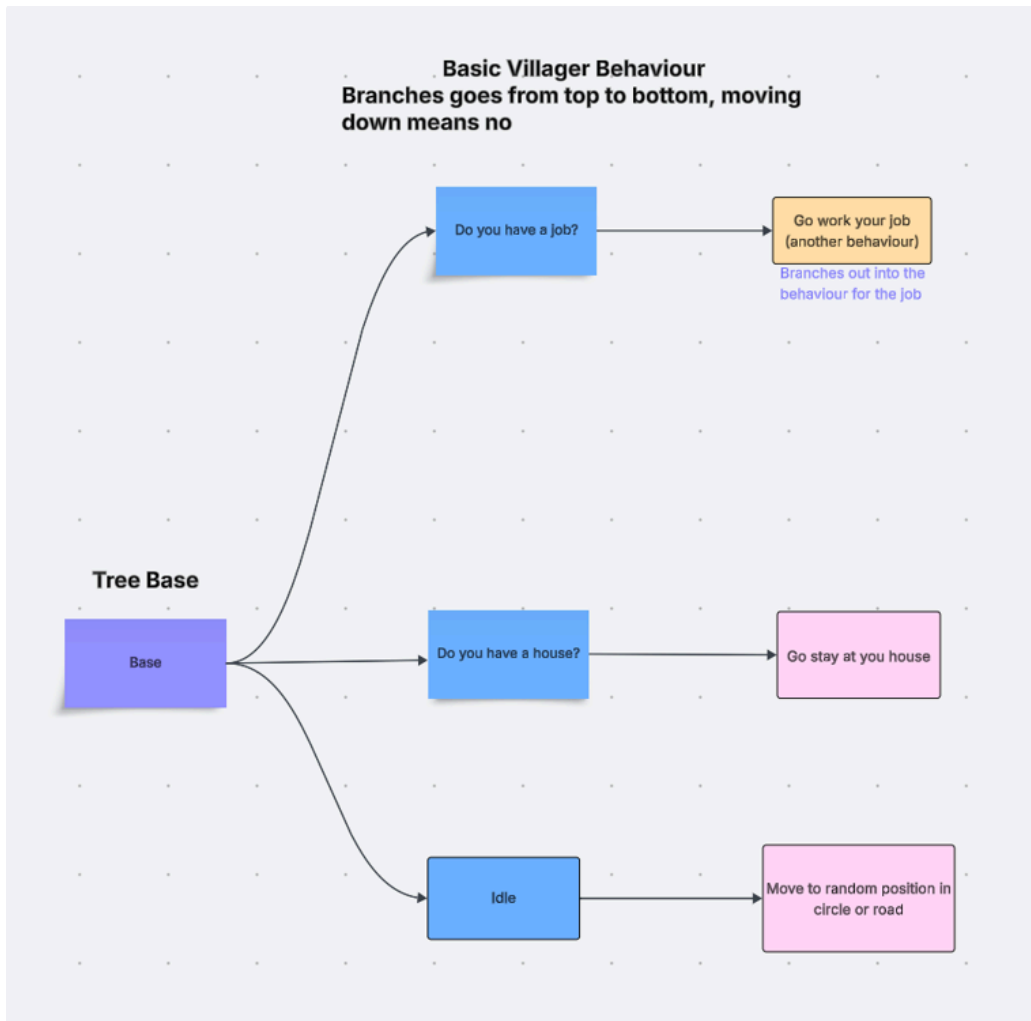
AI

Characteristics

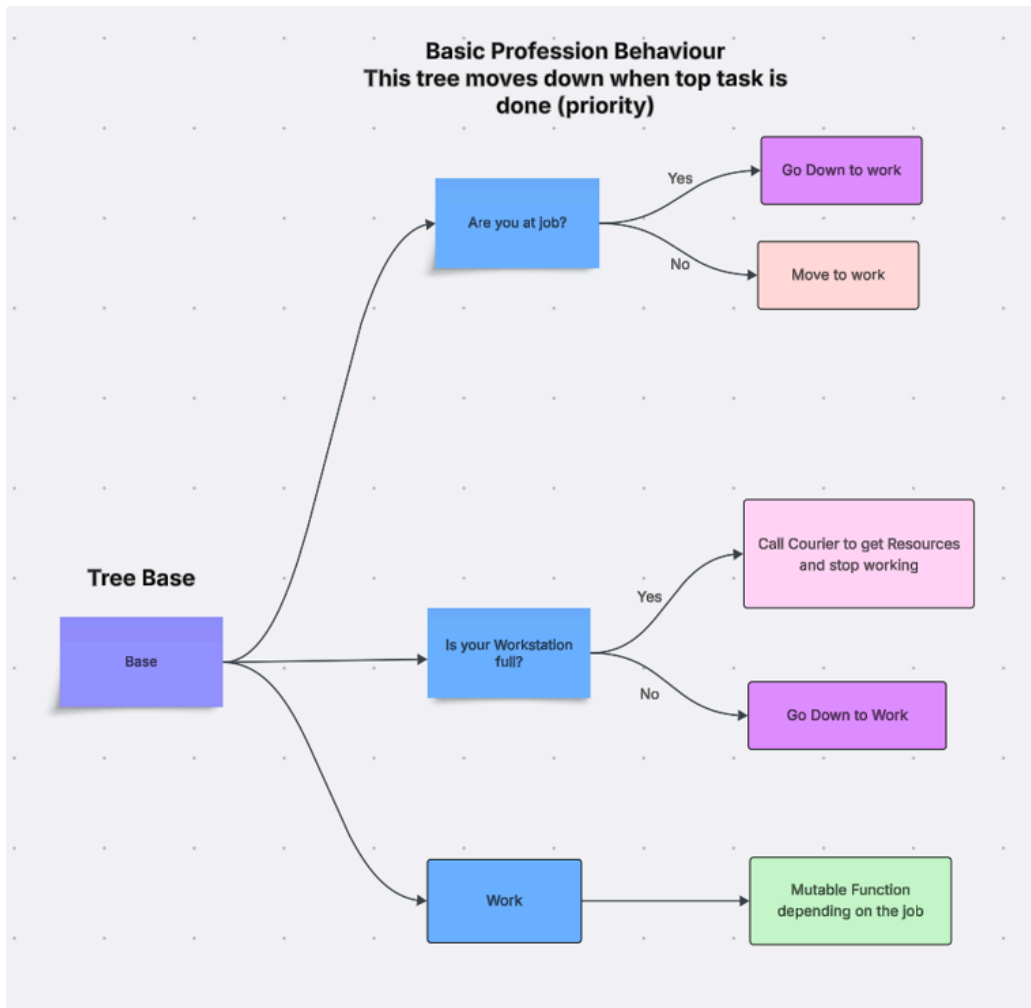
Professions

AI

Basic Behaviour Tree



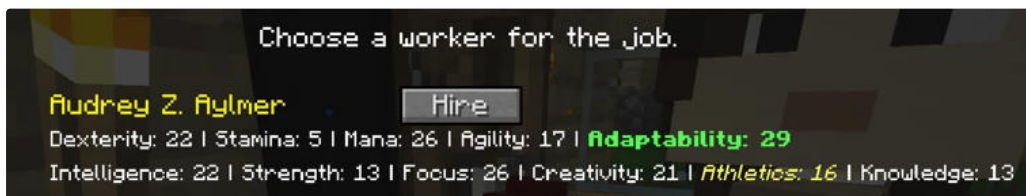
Basic Work BT



Characteristics

Type of Characteristics:

Physical	Skills	Social
Strength	Creativity	Attractiveness
Agility	Intelligence	Charisma
Vitality	Dexterity	Speech



Minecolonies - Villager Characteristics

What are characteristics used for:

Villagers will have **9 different characteristics** that will display their skill level each. They will determine the level of excellence they will have doing certain jobs, how old they will live and how much they can move into leadership roles. These skills have a **base value** when a villager **achieves adulthood**, then can be **developped when working a profession**.

- They are 3 types of Characteristics: **Physical, Skill, Social**
- They will range **between 1 and 20**, 1 between rare and 20 mostly achievable after working the same profession for years with already a great base in it.

Physical

Physical characteristics determines the villager's ability in a muscular, mobility and general health level. They can act as primary characteristic for Physical professions and secondary for others.

- **Strength:** for military, cutting wood, gatering ores, professions that promotes heavy and striking.
- **Agility:** Hunting, hoarder, everything that needs fasts movements

- **Vitality:** Military, blacksmith, but mostly dictates general health of villager. Catching diseases and ability to not get tired.

Skills

Skills characteristics determine the proficiency in certain type of work. For example:

- **Creativity** will be good for Arts and crafts.
- **Intelligence** for science, law, critical thinking jobs, and
- **Dexterity** for more manual jobs, like clothings, pottery, etc.

Social

Social skills are characteristics that will determine the personality of the villager and their ability in professions that need social skills, like: Theathre, Law and leadership roles.

- **Attractiveness** will help in jobs that interacts with people daily and to win them oveer
- **Charisma** will be good for leadership roles
- **Speech** will be a global stat that will set their personnality and help in the same way attractiveness and charisma will in professions.

Professions

Relative to buildings, need to balance these so it doesnt go nuclear in terms of different build and professions.

- Keep the village smaller to some extent, but size should expand steadily but keep professions in buildings to 1 or 2 villager maximum

Buildings

Arrangement and descriptions of buildings reachable within science or social policy

- Building should be in order of science or social discoveries in the UI.
- Building should have costs relative to the technologies

Residential

These are the building that will hold the villagers in the village and determine the capacity of the village within itself. A village shouldn't have 20 villagers when it can house only 15. Multiple type of residential building can be used for different class of people. Some residential building will also be found in the government tab, like a mayor house or in Social tab for a Monastery.

- These building will hold a certain capacity of X type of resident
- These building should show who they hold and where they work
- Upgrading the building should be done by decoration and close environment decoration

Gathering

buildings that are the base of the game, gathering resources. From agriculture to gathering uranium, building should be in order of science in the UI. 1-2 characteristics

- Rice Farm
- Wood Cutters
- Animal Farmers

Crafting

Secondary buildings in the game, they are craftsmanship profession that would depend on multiple characteristics. 2-3 characteristics

- Pottery (cookware)
- Clothing
- Toys
- Paper
- Metalworking (weapons and utilities)

Science



Foundation, Profession Building UI

Third building ranks, takes special villager that has high social and skill characteristics to take profession in it.

Mostly 1 or 2 building only building in the evolution (might change later in changing typing of the building)

- Librarian (bookmaking, writing and more)
- Apothecary

Arts

Third building ranks, takes special villager that has high social and skill characteristics to take profession in it.

Mostly creativity

Mostly 1 or 2 building only building in the evolution (might change later in changing typing of the building)

- Painting Buildings
- Poem writing

Religion

Third building ranks, takes special villager that has high social and skill characteristics to take profession in it.

Mostly 1 or 2 building only building in the evolution (might change later in changing typing of the building)

- Monasteries (buddhism)

Military

Military buildings, creates armies and acts as police, can be either:

- Separated for different types of unit
- Used by villager to become the building's type of unit
- 1 building that can create or "hold" multiple villagers.
Should display spaces for them in different types

Government

1 or 2 buildings where governemnt of the village must be held. These buildings can have the same types possibility as the Military ones, but much less villagers needed throughout progression of the game.

- Emperor house

Special

Progression

Buildings

unlocked through science

Science

Studied through science, unlocks multiple things in multiple spheres.

Social Policies

can be studied through philosophy

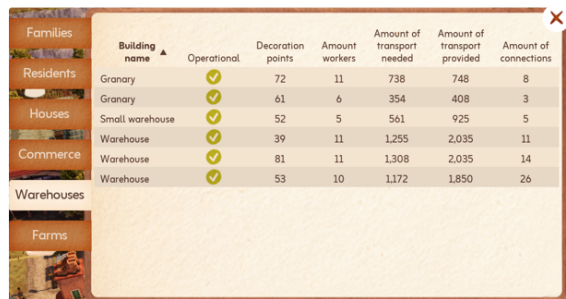
UI

Universal Statistics View

- **Europa Universalis type** of UI, where everything on 1 type of building is there on 1 panel to be seen. Should be: All resident or crafting or gathering, etc. building on 1 panel and their stats.
 - Pros and cons:
 - Pros: Not a lot of UI, 1 panel to look for. All information in one place
 - Cons: Loads of information all at once, readability pretty bad, Tough organization of information
- **On Profession Building style:** Profession buildings would be masters of the resource or service they provide. They notice the player of shortage, maximum sotrage limit reached, output vs demand
 - Pros and cons:
 - Pros: Good readability and assesment of Good or Bad results for he player
 - Cons: Decentralized UI, lots of shifting between panels



Europa Universalis 5, Markets Menu



Town to City, Stacked Menu/Stats Menu

Villager View

What should be presented on the UI menu of a Villager when selecting it

- Name, age
- Profession
- Needs, if their are met or not, by how much they are missing
- House reference
- Happiness



Town to City, Townfolk

Base UI View

What should the Base UI should look like, what should be presented to the player so he can navigate easily through the UI panels and understand quickly where to go for his need.

- Types of buildings
- Overall Happiness
- Population
- Main Building Resources



Town to City, Base Menu



Fabledom - Base View UI



Anno 117 - Bottom Bar UI

Level Design - Maps

Map Layout

Should **be done** with a Landscape for:

- Better feeling and look
- Easier to create vast landscapes
- Foliage tool is really good for creating vibrant maps

Should **NOT** use Landscape for these **Unknowns**

- Can be modified/adjusted on when placing building (maybe)
- **Decision to make:** Placing objects in grid or not. How to make grid like on Landscapes
- Paths, roads, villager's Path Navigation, how to handle that

Resources

Think Anno but with all resources on 1 Map: Resources are limited to what you need at first but to evolve, you need to get resources further and further to expand your riches and evolves the world you are trying to create.

Some **later resources are shown to the player at the beginning** to show what he can get to, in progression terms, in a near future and even **plan out** where he **should focus** his labour on. Something on a ratio of 3-4 beginner resources, 2 mid game resources and 1 late game at start.

This aims to:

- Create a quick sense of what is up to exploit by the Village, **progression path**
- **What type of villagers** the player think he will need to **progress** with these resources
- Create a **will to explore** and progress through the “Ages” to get to these resources and **create a dependency** to advance in his Save.
- (Not in scope but further than this): With multiple type of Civilisations or Maps with different resources, building can be like **Against the Storm**, where multiple path of resources can lead to one craft.
 - This creates **loads of replayability** but **costing** to create **more buildings** and **interconnected craft** with different resource (with good structures, should be easy to replicate and expand)
- Create a similar loop but without the stress or the infinite production possible in Against the Storm. Building capacity have to be much lower and outputs easier to reach.



Against The Storm, Building resources needs and outputs (crafting)



Against The Storm, Building resources need and output