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Project Proposal

For my project, I would like to create a model civilization, and interact and observe with it. It will be a simple civilization, having workers that gather resources, and buildings that offer some utility. The purpose of this project would be to allow the user to create their own civilization, and see what strategies allow for the most success.

I envision having several different setups for this project; an individual civilization (controlled by the user), a world full of civilizations (customized by the user but not controlled by the user), and a world full of civilizations where the user is controlling one of them. The purpose of these different setups is to allow the user to interact in many different ways, but also to test the effectiveness of different strategies.

The first setup would be an individual civilization controlled by the user. The user would be able to choose how to use the workers, what to build, and how to deal with potential problems. The main goal behind this setup is to observe how different focuses can affect the growth of the civilization, such as focusing on specific resources, building certain buildings, and attempting to achieve different objectives.

The second setup would be a world full of civilizations, where the user can customize each but has no control over their actual decisions. When I say customize, I mean very broad customization, such as setting the personality of the civilization to aggressive or passive, economically focused or military focused, and other traits. This would allow for broad testing on the effective traits of successful civilizations, and would allow for testing of several interesting phenomena.

The third setup would also be a world full of civilizations, but the user would have control of one. This would have a similar purpose as the previous setup, but allow for more interaction, and also to test out very specific strategies on a broader scope.

While I understand it will be difficult to create all three of these scenarios, I believe that each one will have similar code, and finishing one setup will greatly expedite the others. I also am going to see if I have any alternate specific ideas that I think are interesting while I'm building this model, and if those create interesting experiences and phenomena, potentially adjust my project from there. This is an interesting topic for me, and I think that I will be able to make an engaging and interesting model based on this concept.