

# Game Mechanics: Daily Life

RELEVANT LINKS TO OTHER R&D DOCUMENTS:

<https://docs.google.com/document/d/1vBQqxie9rsL5yc2GR7xUe8qArSGf4PcoxaKyCgFawQs/edit>

CURRENT:

BOARD GAME DESIGN:

So, the game's final resolution is determined by a simple formula:

$\text{Score1} + \text{Score2} + \text{Score3} + \text{Score4} = \text{TOTAL SCORE}$ . More is better

Score1 is 'Valor minus Fear', Score2 is 'Hope minus Despair', Score3 is 'Knowledge minus Confusion', and Score4 is 'Solidarity minus Disunity'

Other formulas may alter this basic metric, but the idea is to have as high virtues (valor, hope, knowledge, and solidarity) in the labor movement, with minimal ailments (fear, despair, confusion, disunity)

How do you gain these values?

FOR VIRTUES:

individual actions (placing a birb X, at a given location Y, with task Z) can give one-off effects that improve your Virtue Scores. They can also create permanent investments. Investments will passively generate small increases to your Virtue Scores each turn.

(As of right now, Investments and Virtue scores will not decrease due to game mechanics, but we can change that if we want).

FOR AILMENTS:

Ultraviolet Industries Inc, as well as Tweela Banking can play effects as well as create Chronic Problems. These will likewise create one-off increases to Ailment Scores, and, Chronic Problems will passively increase Ailment Scores each turn.

Unlike Virtue Scores, Ailment Scores CAN be reduced. Furthermore, Chronic Problems can be neutralized at the expense of player resources (most notably, time spent by our birbs that they could do otherwise)

Furthermore, random events will occur that can alter Virtue and/or Ailment Scores.

#### UPDATE WITH MORE MATHS:

here's the current list of locations where Birbs can be sent to on a night cycle

##### RESIDENTIAL

- 1) apartment complex (home)
- 2) soup kitchen
- 3) community center
- 4) saloon
- 5) Holy Site
- 6) music hall
- 7) cafe
- 8) library
- 9) fire and police station
- 10) bank
- 11) marketplace

##### MUNICIPAL

- 12) city hall

##### COMMERCIAL

- 13) public park
- 14) museum

for each faction, here's where you can find them (maybe multiple locations for each function:

##### 1) Journalists

Music Hall [you can meet (and/or spend time) with [Huitzi](#) here, who is your link to the faction listed above]

##### 2) Musicians, actors, visual artists

Cafe [you can meet (and/or spend time) with [Nneka](#) here, who is your link to the faction listed above]

##### 3) Writers

Library [you can meet (and/or spend time) with [Gurshan](#) here, who is your link to the faction listed above]

##### 4) Religious organizations

Holy Site [you can meet (and/or spend time) with [Chiawke](#) here, who is your link to the faction listed above]

5) University students and technocratic professors

Cafe [you can meet (and/or spend time) with [Shuyal](#) here, who is your link to the faction listed above]

6) Political idealogues (domestic communists, socialists, and/or anarchists)

Cafe [you can meet (and/or spend time) with [Salamin](#) here, who is your link to the faction listed above] *{should we change this to another birb?}*

7) Lawyers and judges

Holy Site [you can meet (and/or spend time) with [Jiwa](#) here, who is your link to the faction listed above]

8) Small business owners

Community Center [you can meet (and/or spend time) with [Quovu](#) here, who is your link to the faction listed above]

9) Veterans

Community Center [you can meet (and/or spend time) with [Vira](#) here, who is your link to the faction listed above]

10) Populist politicians

Public park [you can meet (and/or spend time) with [Shanu](#) here, who is your link to the faction listed above]

11) Foreign figures

Soup kitchen [you can meet (and/or spend time) with [Alondr](#) here, who is your link to the faction listed above]

12) Class traitor elitists

Museum [you can meet (and/or spend time) with [Tomil](#) here, who is your link to the faction listed above]

13) Underworld figures

Marketplace [you can meet (and/or spend time) with [Kayati](#) and/or [Tawodi](#) here, who are your link to the faction listed above]

this means, if I send Veezal to the Soup Kitchen for the night, he can spend his action to establish further bonds with the Foreign Figures faction

this action will have a higher Bond Strength score based off of the SUGGESTIONS FOR INPUTS table (seen below)

each faction will grant virtue points based on a multiplication of the aforementioned BOND SCORE, and their set rewards, listed under SUGGESTIONS FOR BENEFITS

let's say that the Labor Movement currently has a Valor Score of 100, a Hope Score of 100, and a Knowledge Score of 100. Let's also say that the Labor Movement is at Rank 4 (out of 10) with Foreign Figures. Let's say that means we have 800 influence points with them (and we move up to Rank 5, at, I guess 1000?)

since Veezal is accessing Foreign Figures, he does a simple calculation:

since Foreign Figures has a 'input value' of hope40%, knowledge10%, valor50%,

then, we take our existing values of 100, 100, and 100, and it gets turned into 40, 10, and 50 (multiply by percent)

so, this turns into  $40+10+50=100$ . We take that 100 and add it to our existing 800, and this turns it into 900. Not enough to upgrade it to rank 5.

Now we look at the dividends: the second table says that

Foreign Figures gives us 40-40-20 for hope, knowledge, and valor. So let's divide this by, I guess, 10?

now we get 4, 4, and 2 points. At the end of the night, our virtue scores are now 104, 104, and 102

HOORAY

All of these numbers need tweaking

Now let's look at some ANTAGONIST ACTIONS.

Ultraviolet Industries Inc (and later, Tweela Banking) will play cards to affect the board. They can do this by both directly increasing any of the Ailment scores (Fear and/or Despair and/or Confusion and/or Disunity), or by creating and/or enhancing a Chronic Problem which will passively generate any of those 4. Here's a list of some Chronic Problems:

Bribed Official (these are placed at any of the squares. As long as they are on said square, attempts to further invest in Factions based there work with a penalty [a fraction equal to  $1/(N+1)$ , where N is equal to the amount of Bribed Officials])

Punitive Overseers (these are placed directly on the Power Plant space. As long as they are at the Power Plant, these will directly inflict Fear points every turn)

Spies (these are placed at any location. Until they are dealt with, they inflict Ailment points on the Labor Movement based on that square)

### SUGGESTION FOR INPUTS:

SUGGESTION FOR INPUTS	Hope	Knowledge	Valor
1) Journalists	70	30	0

2) Musicians, actors, visual artists	80	0	20
3) Writers	60	40	0
4) Religious organizations	70	0	30
5) University students and technocratic professors	30	70	0
6) Political idealogues (domestic communists, socialists, and/or anarchists)	10	60	30
7) Lawyers and judges	10	30	60
8) Small business owners	30	20	50
9) Veterans	20	10	70
10) Populist politicians	30	10	60
11) Foreign figures	40	10	50
12) Class traitor elitists	0	100	0
13) Underworld figures	0	20	80

## SUGGESTION FOR BENEFITS:

<b>SUGGESTION FOR BENEFITS</b>	Hope	Knowledge	Valor
1) Journalists	10	70	20
2) Musicians, actors, visual artists	80	0	20
3) Writers	10	50	40
4) Religious organizations	60	0	40
5) University students and technocratic professors	50	40	10
6) Political idealogues (domestic communists, socialists, and/or anarchists)	10	40	50
7) Lawyers and judges	20	80	0
8) Small business owners	40	30	30
9) Veterans	30	10	60
10) Populist politicians	30	0	70
11) Foreign figures	40	40	20

12) Class traitor elitists	30	30	40
13) Underworld figures	30	40	30

Each of the 13 factions is a BATTLEGROUND

### HMWK:

**For each of the 13 factions, what does a score of '-10' mean? What does a score of '10' mean?**

SUPER COOL IDEAS FOR BOARD GAME by TIANA GRACE FERGUSON :

1) If multiple Birbs are deployed to the same activity (at the same space), they get bonuses for this

2) introducing a resource system (not just 'bird activity per turn):

Morale (analogous to Valor vs Fear)

Energy (analogous to Hope vs Despair)

Sanity (analogous to Knowledge vs Confusion)

<no resource necessary for Solidarity vs Disunity>

Activities may cost and/or gain given resources for each Birb!!

3) when the game starts, there is a PENALTY on the 'resources spent' for our Birbs working together on the same activity. As the story progresses, this penalty is reduced (and maybe even vanishes, and maybe even turns into a bonus cost-reduction)!

### Questions and Future Ideas:

**1) the Labor Movement itself has those 4 Virtues and 4 Ailments scores, and those 'buckets' are the central part of how the 'winning score' is calculated. Each Birb has 3(?) resources to spendOn||gainFrom activities. Should Birbs and/or Factions have their own buckets and/or resources in addition to this set?**

**2) Can we include money as a resource?**

**3) What will our activities for our 4 birbs other than 'establish link' and 'fight against chronic problem' be?**

**4) Should we include a 4th resource of Empathy (to go along with the Solidarity vs Disunity dynamic)?**

WEEK

SAMPLE PLAYTHROUGH:

D1 and D7 you can do up to 3 activities each

D2 to D6, you only get 1 activity after work

W2D2: Head to the Library

W2D3:

W2D4:

W2D5: Have Veezal stay indoors to read some books from the Library

W2D6:

W2D7: Send Veezal to the Marketplace. Send Veezal to the

W3D1: Have Veezal DO INDOOR ERRANDS, have Veezal 'read a book from the Library', have Veezal Lie Down And Rest

W27D2: Send Veezal to X; Send Kaiyara to X; send Zelrik to X; send Tawnette to X

W27D3:

W27D4:

W27D5:

W27D6:

W27D7: Keep all 4 birbs at their apartment complex and take care of ERRANDS

W28D1:

~~LEGACY:-~~

~~The player has many opportunities to decide what to do with their life.~~

~~IDEA:-~~

~~ABSTRACT IDEAS:-~~

~~the 'standard playthrough' means that one will always get the same 'cards' or 'RNG seed'. But, this precludes the BEST ENDING.~~

~~much like Slay the Spire has 'cards' and 'relics', Crooked Wings would have 'cards' and 'relationship tracks'~~

~~corporations attack with (predetermined on the first run) ACTION CARDS~~

~~CONCRETE IDEAS:-~~

~~Social Rank Up with groups gives you advance notice of what cards the antagonists will play~~

—

~~—bonus for Church Rank N(?): higher chance of SURPRISE COFFEE DELIVERY—~~

~~ENDING 1 (failure state): no win [Bad Ending]~~

~~—The labor union established by the protagonists is weak and doesn't enjoy either popular support OR institutional support. It's doomed to get repealed within decades.—~~

~~ENDING 2: institutional win [Good Ending 1]~~

~~—The labor union established by the protagonists is strong, and enjoys institutional support. Unfortunately, the culture war has been lost, and it is threatened by decay—~~

~~ENDING 3: popular win [Good Ending 2]~~

~~—The labor union established by the protagonists is weak. However, the culture war has been won, and there is hope in the decades to come for similar reforms that will have better outcomes—~~

~~ENDING 4 (locked behind NewGame+): dual win [Good Ending 3]~~

~~—The labor union established by the protagonists is strong and enjoys both popular AND institutional support. The protagonists and their allies rejoice! But, they are so successful that <some antagonist> Opens The Door and now there's a giant hell-fortress in the middle of New Yirooburg. [Week N]~~

~~—STORY BEAT (Good Ending 3(?) achieved): Defeat the giant hell-fortress in the middle of New Yirooburg! Everyone throws a party. Hooray! [Week N+1]~~

~~On a given bird's turn, a bird can choose—~~

~~INDOORS—~~

~~—Take nap—~~

~~OUTDOORS—~~

~~—~~

~~ACTIVISM—~~

~~—Rally—~~

~~—AUTO STAGE: From 9-6, the player is busy at work.—~~

~~—MANUAL STAGE 1: The player then has a set of 'early evening activities' they can pursue, this would take place from 6-9—~~

~~—MANUAL STAGE 2: Then, they have a set of 'late evening activities' they can do, or get in more sleep—~~

~~SLEEP DEBT IS A THING~~

~~Okay, let's look at some activities to do...—~~

~~PRIMARY—~~

~~1) underground labor union group—~~

~~A) check in with Zelrik (combos/overlaps with other activities)—~~



- ~~B) check in with Kaiyara (combos/overlaps with other activities)-~~  
~~C) check in with Tawnette (combos/overlaps with other activities)-~~

~~SECONDARY~~

~~—outside (or social) activities:-~~

- ~~1) participate in local politics-~~
- ~~2) socializing with an adult book club-~~
- ~~3) PAINTING CLSS-~~
- ~~4) literally just go to a bar~~
- ~~5) place of worship!-~~
- ~~6) helping at a homeless shelter-~~
- ~~7) helping with a kids program~~
- ~~8) EMT volunteering-~~
- ~~9) firefighting squad!-~~
- ~~10) go to a gym to WORK OUT-~~
- ~~11) HIKING TRIP-~~

~~—inside activities:-~~

- ~~1) stay home to write letters to send back home-~~
- ~~2) stay home to practice music-~~
- ~~3) stay home to read a book-~~
- ~~4) potato garden!!-~~
- ~~5) play with toys??~~
- ~~6) home workout-~~
- ~~7) writing a story!~~

~~—other:-~~

- ~~1) going shopping-~~
- ~~2) going to the bank (and other things)-~~

~~**OLD: WE'RE GOING WITH 7 DAY CALENDARS AGAIN**~~

~~**In 7 day week calendar, humans work 25/35 days with 5/7 schedule, 30/35 with 6/7 schedule-**~~

~~**In a 5 day week, how would 5/7 work?**~~

~~**NWWWN 3 2**~~

~~**WWWWN 4 1**~~

~~**WWWWN 4 1**~~

~~**NWWWN 3 2**~~

~~**WWWWN 4 1**~~

~~**WWWWN 4 1**~~

~~**NWWWN 3 2**~~

~~**In a 5 day week, how would 6/7 work?**~~

~~**WWWWN 4 1**~~

~~**WWWWN 4 1**~~

~~**WWWWW 5 0**~~

~~WWWWN 4 1~~  
~~WWWWN 4 1~~  
~~WWWWN 4 1~~  
~~WWWWW 5 0~~

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