Village Simulator

Summary

A system - likely to be computerised - to track events and behaviours of individuals in a medieval village. The primary purpose of which is to generate plots and consequences of actions for a roleplaying game that is set within the village.

Basic Assumptions

Not everyone in a village will know everyone else in the village. They may be aware of them however - knowing that there are x children/siblings/partners in family y, even if they don't know the person's name or possibly even their sex.

Every individual belongs to (one or more) families (even if the rest of the members are dead or have moved out of the village). Every family is a member of one or more communities, which include the village as a whole, specific areas of the village, specific shops they congregate at and shared occupations.

Trust as a stat comes in a variety of levels. In order to get to the stage of "love" special conditions are needed as it's a level of trust where a character will consciously deny proven fact in favour of the character they love. This can be extended to include "blind devotion" in the case of religion or ideological causes. Trust levels are a vital part of calculating the propogation of gossip - a major information exchange throughout the village.

Festivals, celebrations and the hosting of events where outsiders mix with the locals are popular with the majority of villagers and are used as opportunities for information and to get new blood into the village (getting potential husbands and wives). Likewise - it's a major source of providing missing supplies and items that aren't produced locally.

Trade consists of barter, rather than coinage. Barter includes services as well as goods.

Links of interest

- Software:
    - yEd looks particularly interesting for diagramming relationship maps and gedcom data: http://www.yworks.com/en/products_yed_about.html
    - Large network sociogram mapping - Gephi: https://gephi.org/
    - SociometryPro - http://www.ledisgroup.com/en/sociometryproen/sociodownloaden
- Roleplaying:
    - http://geek-related.com/2012/01/24/i-need-a-relationship-mapping-tool/
- Wikipedia articles:
    - http://en.wikipedia.org/wiki/List_of_concept_mapping_software
    - http://en.wikipedia.org/wiki/Human_intelligence_%28espionage%29#Social_networks
    - http://en.wikipedia.org/wiki/Sociometry
    - http://en.wikipedia.org/wiki/Sociomapping

- Socionics - https://en.wikipedia.org/wiki/Socionics
- Schemas and Standards:
  - EAC-CPF schema for people/family records
    - http://www3.iath.virginia.edu/eac/cpf/tagLibrary/cpfTagLibrary.html
    - http://eac.staatsbibliothek-berlin.de/Diagram/cpf.html
    - http://www3.iath.virginia.edu/eac/cpf/examples/list.html
    - XSD: http://eac.staatsbibliothek-berlin.de/schema/cpf.xsd
- IRC sociometric graphing -http://www.youtube.com/watch?v=A_ah-SE-cNY

Entities

1. VillageIndividualStats
2. VillageFamilyStats
3. VillageCommunityStats

[n/a: Access denied]

Relationships

Generally an individual will only have one kind of relationship with another individual. This relationship type will vary in level through positive and negative based on actions seen. The target may not have the same relationship type as the subject. There may be events that cause a relationship to change type.

Severity	Relationship Type			
	Friendship	**Romantic**	**Worship**	**Respect**
Extremely Positive	Best Friend	Infatuation	Cult of personality	Loyal to the death
Very Positive	Close Friend	Love of their life	Idolise	Implicit trust
Moderately Positive	Good Friend	Love	Big fan	Trusting
Positive	Friend	Admiration	Envious	Advising
Neutral	Acquaintance	Neutral	Neutral	Neutral
Negative	Nuissance	Dislikes	Avoids	Distrusts
Moderately Negative	Actively Avoids	Ugly	Belittles	Disbelieves
Very Negative	Undermines	Ridicules	Blasphemes	Implicit disbelief
Extremely Negative	Bigotted	Hates	Crusade	Immediate disloyalty

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