

System Elements

Settlements/ User Analogues

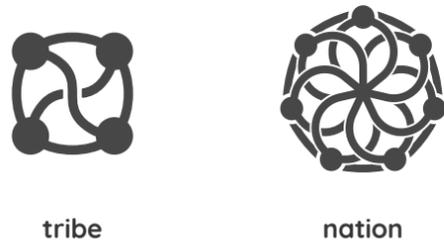


Settlements act as the user analogue in the system such as an identity. settlements have a set of behaviours that are defined and dictate how the settlement behaves in the system. settlements grow and shrink based on their social capital



Settlements contain Wards which in turn contain Buildings which are built as part of the processor expression. the size of a ward is dependent on the number of buildings it contains. wards have a given culture and affect the cultural identity of the settlement.

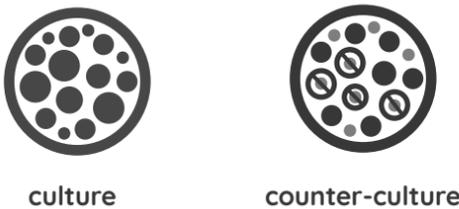
Communities



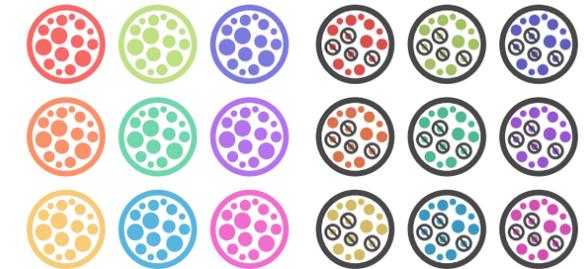
Communities are computational elements that represent formed social communities and groups. Communities are based around a culture or counter culture, and have a standing force of agents depending on the disposition of their constituent settlements. Settlements can be part of multiple communities, and have different dispositions towards each, likewise the affects of a community on it's settlements also varies



Cultures/ Counter-Cultures



Cultures act as a catchall to represent interests and ideas that bring people together. these could be anything from common tastes, to political and religious alignments. Additionally there are Counter-cultures that are functionally similar but instead form from shared distaste towards a certain culture



Connections, Performances, and Aspects



Connections are built by workers and connect settlements to each other.



performance

Performances are generated as part of settlement expression and travel along connections to other settlements



spoon

Spoons are a measure of interpersonal energy and are replenished every day



social capital

Social Capital is a generalised measure of social power. It has a variety of uses from bolstering a settlements security, increasing it's spoons, or to support it's community

Society and Agents/ Computational Analogues

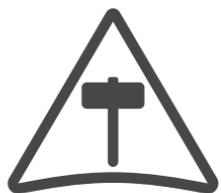


Avatar of Society

Society represents the broad opinions of the general populace of the system, and attempts to enforce the status quo. It nominates a supreme which is the settlement with the most social capital. Each settlement has at minimum a one way connection to society. Society also maintains a small amount of agents which maintain it's connections, the status quo, and it's supreme.



Agents are computationally controlled entities that complete tasks for communities or for society. they have defined goals that they work towards and adapt their behaviour in order to effectively meet those goals. there are four professions that agents can be...



Workers build and repair connections, as well as repairing and reinforcing settlements in their community



Soldiers attack other agents, attack settlements or defend agents or settlements from attack



Missionaries are aligned with a particular culture and work to increase that culture in other settlements



Censors are also aligned with one or more cultures, but their aim is to stamp out the performances and buildings of that culture