

Procedural civilization development including economical aspects and the terrain.

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This article presents the project's results, focused on the simulation of civilizations that develop over time. The development is primarily influenced by three main factors: the terrain on which the tribes are initially placed, available resources, and economic aspects, such as trading with one another. The world is generated using procedural techniques, which return a world with realistic terrain shape, temperature, wind and humidity. The tribes traverse the terrain in search of resources and a spot to settle down while also interacting with other tribes and taking different courses of action based on their behaviours and their history with each other. After settling down, the tribe begins to build a city, trying to provide housing and food to each of its members, becoming self-sufficient and creating a better environment for future growth. The cities are generated using procedural techniques, mainly L-systems, and develop over time, creating more advanced types of buildings (such as taverns and temples) while improving existing housing.

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