

Civilization Education System - Design Document

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Document Glossary

Sid Meier's Civilization V (2010) is the game that will be used as a reference for this document. Any comparisons, screenshots or diagrams will be used from that reference.

Citizen - Population of the player's cities. Players are required to keep them happy and fed and in return they provide science and production.

City-States - Other players controlled by A.I who are not trying to win the game, neutral to everyone but can be influenced for the player's benefit.

Civilisation - British English spelling for the word used in all contexts other than the title of the game.

Civilization - US English spelling for the word as used when discussing the game and its title name as a topic.

Culture - Can be used as a victory condition, used to advance a player by spending points on social policies.

Gold - Currency spendable by the player, needed to maintain the player's cities and units as well as purchase new units.

Great People - Unique units that will spawn under specific circumstances.

Happiness - Measurement on how the players' citizens are feeling towards them, keeps civilisations growing.

Influence - How city-states feel about the player, higher the influence, the greater the player can benefit from the state such as gifts and access to resources without the need for war.

Science - Another victory condition in Civilization, also provides technological advancements to the player.

Slot - In this document, "slots" were referred by the Specialists in Civilization. Specialists work in special buildings that grant the player bonuses

Technology - Players get new technologies from the tree using science points, technologies are the basic progression of the game and open new buildings, units and gameplay to the player.

Unit - Represents an object on the board that can be moved on the game board (E.g: Workers or Soldiers).

Victory - End result of the game, can be achieved through various methods.

Civilization V Tech Tree

Early era's in Civilization V, a reference used for reading the document.



Education Outline/Elevator Pitch

Education is the proposed new gameplay mechanic for the Sid Meier's Civilization series featured in this document. Players will use education to their advantage over uneducated civilisations, by creating new end-game outcomes through diplomacy.

The new system can even help passive players defer aggressive players from attacking them and others, and help the player gain science, money and great people of their choice by building different types of schools.

Education Gameplay

Original Education System-

In the base game for Sid Meier's Civilization V (2010), "Education" was a technology from the Medieval Era that led to new technologies and most importantly, the University building which increased the player's science output.

Skill Tree Restructure-

With this update, this education technology will remain the game but will be renamed to "Higher Education" to reflect the university building gained from the technology.

The new education technology will be in the Classical Era, and will be in the location where "Currency" currently is after "Mathematics" and currency will combine with "Guilds" to be renamed "Circulation" as it now involves both the minting of currency and trade with the currency.

"Writing" will also be required for mathematics because just like real life, the core foundation of education is literacy and numeracy.

The New Education Technology-

Background

Starting off with the philosophy of this technology is to give your civilisation a basic form of education and to give the player earlier access to the science stat.

As the game already has a university building, it would make sense that your civilisation's population would have some basic form of education prior and would likely need to be literate and have the ability to do mathematics, even during this classic period.

Mechanics

The technology gives the player access to a new building; the "Aristocrat School" in reference to the fact that even basic education was only available to the Aristocrats, the name is also in reference to the "Public School" building offered to the player in the Industrial Era.

The Aristocrat School provides the player with the following bonus:

- Plus one science for every two citizens in the city.
- Plus two happiness in the city.

University Overhaul-

Background

Universities are reworked, a university in a city will assist the player in generating Great People; the player is able to select what great person will be generated based on what speciality the university is.

This system is made to encourage players to avoid war and to pursue victory with Science, Culture and even Diplomacy.

Higher Education Technology

Higher Education gives the player access to universities, but also the “Campus Recruiter” unit.

Core Mechanic

Once the player has built a university in their city they are presented with the option to select what type of university that will be operating in the city.

These are the list of universities available and what types of great people are going to be generated via the bonus:

- Art School - Great Artist, Great Musician, Great Writer
- School of Science & Engineering - Great Engineer, Great Merchant, Great Scientist

The university building also offer the following bonuses to the player:

- Plus 33% Science (increased to +50% with Free Thought social policy)*
- Plus 2 Artist Slots (Requires Art School).
- Plus 1 Scientist Slot (Requires School of Science & Engineering).
- Plus 1 Engineer Slot (Requires School of Science & Engineering).
- Plus 1 Merchant Slot (Requires School of Science & Engineering).
- Plus 2 Science from Jungle tiles worked by this city.*
- Allows Archaeologists to be built in this city*.
- Plus 1 Gold with Sovereignty social policy*.
- Plus 1 Happiness with Academy of Sciences Order tenet*

*Already existed in the original game.

Education & The Military

As your population becomes more educated, they will not want to take part in war. Happiness will drop a small amount (plus 25% of current unhappiness) when the player has military units, citizens will be greatly

unhappy if a military unit was generated in a university city (plus 50% of current unhappiness).

Unhappiness will reach a plus 100% of current unhappiness if the player is engaged in a war that they have initiated, if the player was attacked then any unhappiness given as a result of military units is zero until the war has reached a conclusion.

While this puts the player at a military disadvantage, the player will still be able to have a small military for defense purposes while maintaining a reasonable level of happiness by having a dedicated town for building military that is a reasonable distance from other cities to prevent negative influence bonuses.

Diplomacy

Citizens from nearby City-States and even other player's cities will visit your universities via the campus recruiter.

The player is allowed to generate one campus recruiter per city with a university and the player interacts with them by giving them an option of nearby cities to select. Citizens from these cities will give the player influence and they will lose one gold per ten citizens per turn while the player with the university gets the gold from the other cities.

Players and cities without a university will get the bonuses of educated citizens with more plus 25% science instead of the full 33%, one scientist or artist slot depending on the type of university and 15% happiness. However, they will also be unhappy with way and military units though at half the amount (12.5%, 25%, 50%).

If the player without a university does not want to pay the fee a couple of options are; to build universities themselves to level out the cost and to even make a profit, or start a war, though they risk angering players who are happy with the benefit of the universities and thus alienate themselves from future trades, diplomacy or to even be attacked.