Weaponized Food

Stellaris Mod Design Document

Contents

Design Overview

Weaponized food (WF) is a new strategic resource discovered by the investigation of an anomaly. Players get to decide whether to investigate further and acquire a new research option in the Technology system, or to destroy the newly found resource in order to keep it out of everyone's hands. In the case of the former, resource production is unlocked by researching the acquired tech option, making player supply of WF possible to grow. But not until traded does Weaponized food truly fulfill its purpose of serving as a hidden weapon, weakening enemies from their very core—their Food supply.

The main design purpose is to offer a new and meaningful way to spend the Food resource. Therefore, the WF production as well as the research process will cost a substantial amount of Food. This will ensure that Food attain a higher value and that the WF resource's cost matches its great level of power.

I've scripted a mod that introduces the WF resource, but not its actual production, trade or use. However, all necessary design will be included in this document although the content not modded may hold less detail.

Game Introduction of Weaponized Food

This chapter describes the processes and actions necessary to acquire WF as an exploitable resource, pass it by, or extinguish it. The content of the chapter also defines what's featured in the additional game mod.

By researching Omvatius, a forsaken city of devastation and mystery, players find some type of research center still standing despite its surroundings of ruins. Entering, players come across peculiar, industrial food processors of unknown purpose. The seemingly hostile environs hints of the research center's corrupt function, and so players get to decide whether to disregard the risks and explore further, end the research mission, or destroy all processors.

- ★ Choosing to persist, players collect one of the processors to take aboard their ship. After a series of tests and analyses, the processor's true function's been made clear—to corrupt food. Realizing the grand power food of such sort would have in discrete warfare with other nations, players may choose to invest in Food Modification technology and develop their own method of food corruption. Finally, as the method has been established and perfected, players lay their hands on a new type of ammunition, Weaponized food.
- ★ Choosing to end the research mission, players refrain from taking any action, leaving the city of Omvatius and its enigmas to its own devices.
- ★ Choosing to destroy all processors, players hinder the hazards of the still standing research center of Omvatius to reach the outside world. The processors may never more be made of use, making any future endeavors to utilize the processors impossible.

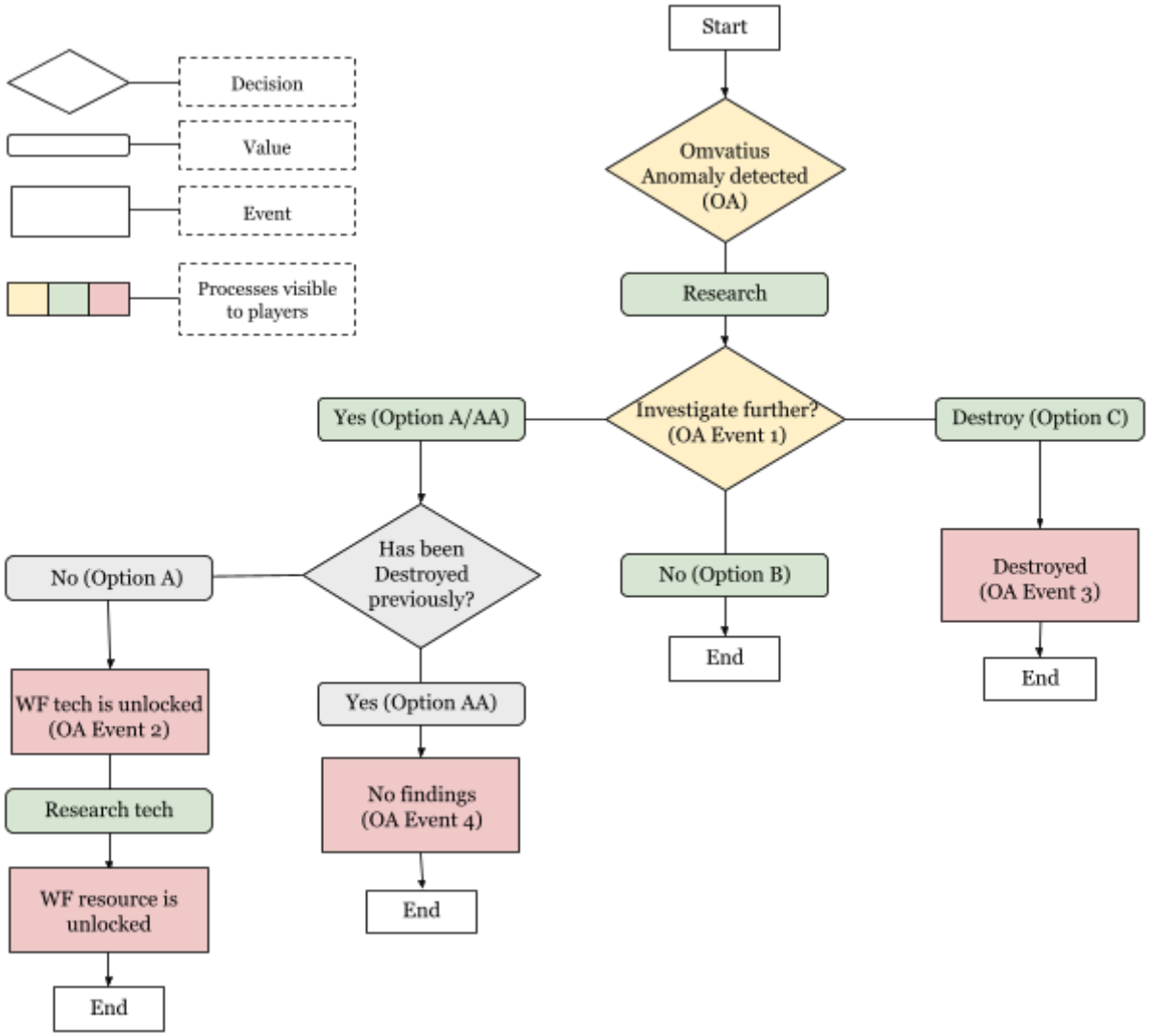
Although a certain player chooses to not explore further, Weaponized food may still be brought into the game by other players. All players may find the anomaly and choose between the same actions. However, if a player chooses to destroy all processors, all future attempts of exploring further by other players will be unsuccessful and not gain them the Food Modification tech. Players that chose to explore further before the destruction of processors took place will not be affected, keeping their potentially unlocked WF resource as well as their already attained or not Food Modificating tech. This means that although a player chooses not to exploit WF, the resource may still exist in the game and inflict its effects upon even that player. More details in the Trade and Effect chapter.

Mod Contents

The additional mod's purpose is to be a prototype of the game introduction of Weaponized Food. The following material visualizes how the mod and introduction of WF will be carried out in player-facing events as well as hidden ones.

Flowchart

The following flowchart visualizes the mod processes. Text written in (parentheses), indicates which localisation text is related to the specific process.



Localisation Text

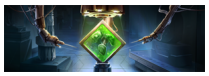
The following chart compiles all localisation texts of player-facing events.

Localisation Text			
Content	Name	Description	Options
Omvatius Anomaly (OA)	A City of Ruins	A ruined city spotted on the planetary surface indicates that a disaster unknown to our empire has transpired.	

Localisation Text			
OA Event 1	Machines of Unknown Purpose	Scanning the ground covered in debris and destruction, only one still standing building was found. After entry, it was declared to be some type of research facility. One of the floors is lined with machines of unknown purpose, although the remnants of a large, rotting vegetable stock indicates functions related to food. The machines might have something to do with the extensive devastation, however we would need to take one onboard ship in order to investigate that further.	A/AA: Bring a machine aboard and investigate further. B: The risks would be too great. B Tooltip: Abort research operation C: Destroy the machines, we can not risk further devastation.
OA Event 2	Corrupted Food	The machine taken from the ruined city has been identified. It is a food processor aimed to tracelessly corrupt food, causing its consumer long-term harm. A machine of such intent can not have been constructed for anything other than hidden warfare. With the resources we have gained from the investigation we should be able to construct something similar ourselves, if that would be of interest.	A: Interesting. A Tooltip: The societal research option of Food Modification is unlocked in the Technology system
OA Event 3	Threat Eliminated	All machines have successfully been destroyed. Neither we nor any other empire shall have the option of jeopardizing the future of the galaxies.	A: Splendid.
OA Event 4	Unsuccessful Investigation	When preparing one of the machines for relocation, it was discovered its insides had been tampered with. After careful inspection of all machines, it was unfortunately discovered that they all have been made useless. We will not bring any machine aboard our ship.	A: It would seem we were not first on the scene.
Weaponized Food Resource	Weaponized Food	Chemically modified food intended to cause harm upon its consumer.	
Food Modification Tech	Food Modification	The craft of modifying food chemically in order to pursue food warfare.	

Supporting Content

The following chart compiles all supporting content such as images and sounds attached to player-facing events. The placeholders are what's used for the mod.

Supporting Content		
Placeholder	Content	Description
	Omvatius Anomaly Image	A ruined city with the mainly intact research building in the distance.
	OA Event 1 Image	A collection of industrial food processors lined up inside a tall building. Their function should be made somewhat clear, perhaps by traces of corrupted food traces in the surroundings. *Notes to take from the placeholder image are the mystical lighting and the surroundings.*
event_laboratory_sound	OA Event 1 Sound	Irregular electricity sounds in an enclosed environment.
	OA Event 2 Image	WF by the output of a processor from the insides of a science ship. *Disregard the placeholder image.*
event_mystic_reveal	OA Event 2 Sound	A sound that resonates with something partly terrifying being revealed.
	OA Event 3 Image	The monitor of a processor displays an error message. *Disregard the placeholder image.*
event_celebration	OA Event 3 Sound	The sound of a small success.
	OA Event 4 Image	The monitor of a processor displays an error message. *Disregard the placeholder image.*
event_bad_omen	OA Event 4 Sound	The sound of an ambiguous reveal.

Weaponized Food

Weaponized food is the name of a new strategic resource used to trade with empires the player wishes to cause harm. The empire that WF has been traded to, will use the resource as they would the basic Food resource, however with the hidden, additional effect of Devastation. In trade, WF's true identity will be evident to the exporting empire, but hidden to the importing one. Being on the importing side, WF will be disguised as the basic Food resource, taking on its characteristics when it comes to usage, price and identity.

Strategic Resources				
Resource	**Main Use**	**Required Tech**	**Major Source**	**Description**
 Weaponized Food	 Cause devastation  Market sales	 Food Modification	 Food Modification Center	Chemically modified food intended to cause harm upon its consumer.

Production

Weaponized food as a resource may only be attained by producing it oneself. To start production players must build the Food Modification Center that's unlocked by the Food Modification tech after completing the Actions of Acquiring Weaponized Food.

Note that although players only may gain Weaponized food as a resource by production, they still unknowingly might have Weaponized food in their basic Food supply. In that case, they would have attained WF by importing from other empires what they believed to be the basic Food resource. More details in chapter Trade and Effect.

Society research, Biology								
	Technology	**Cost**	**Tier**	**Effects/ Unlocks**	**Prerequi-sites**	**Weight**	**Description**	**DLC**
	Food Modification	4000	0	 Food Modification Center  Can use Weaponized Food resource	 Researched *Omvatius* anomaly	170	The craft of modifying food chemically in order to specialize in food warfare.	

Common planet unique buildings, Other buildings							
	Building	**Jobs**	**Effects**	**Upkeep**	**Cost**	**Require-ments**	**DLC**
	Food Modification Center	+1 Chemist	+4 Weaponized Food	-2 -10	380 400 500	Weapon-ized Food resource unlocked	

Except for the Food Modification tech (without the Food Modification Center effect), no content of the production chapter will be available in the mod.

Trade and Effect

Weaponized food fulfills its purpose when traded to other empires. Only then, when consumed in the same manner as pure Food, does it inflict damage by the already consisting system of Devastation. Every month an empire consumes WF it will suffer Devastation based on the constant of +0,4 Monthly Devastation.

+0,4 Monthly Devastation constant

As Weaponized food is imported, it piles on top of the empire's already existing Food stock. Thus, WF will have no effect until the original Food stock has been emptied. Mechanically, this is organized by saving the value of the original Food stock, and not letting the WF effect come into force before that number has been spent. However, the initial month of WF being consumed, there might still be left of the original Food stock although it's not enough to uphold the entire Food consumption. The same goes for the last month of consuming WF, where the WF stock might not be enough to cover the entire consumption. Additionally, not all Pops consume Food, meaning WF will have no effect on those who do not. In order to conform to all of this, the constant Monthly Devastation value will be influenced by the value of Afflicted Pops.

Since the dynamic between the WF resource and the Devastation effect isn't a part of the mod, it hasn't been playtested. Therefore, alterations to following numbers may and probably should be made.

Weaponized Food Effect		
Constant +	**Afflicted Pops (x)**	**Effect =**
0,4	Afflicted Pops value (Portion of WF consuming Pops (x)	Actual Monthly

Weaponized Food Effect		
	Portion of Biological Pops)	Devastation

Let's visualize this by calculating Monthly Devastation on an imaginary empire:

Weaponized Food Effect calculations on Imaginary Empire						
Month	Original Food Stock	WF Stock	Constant	Portion of WF Consuming Pops	Portion of Biological Pops	Monthly Devastation
1	75	100	0,4	0	0,9	0
2	25	100	0,4	0,5	0,9	0,18
3	0	75	0,4	1	0,9	0,36
4	0	25	0,4	0,5	0,9	0,18
5	0	0	0,4	0	0,9	0

Food Stock
Monthly Food Consumption: 50
Month 1: 75 Original Food Stock, 100 WF Stock
Month 2: 75 - 50 = 25 Original Food Stock, 100 WF Stock
Month 3: 25 - 25 = 0 Original Food Stock, 100 - 25 = 75 WF Stock
Month 4: 0 Original Food Stock, 75 - 50 = 25 WF Stock
Month 5: 0 Original Food Stock, 25 - 25 = 0 WF Stock

Portion of WF Consuming Pops
Month 1: 0 ÷ 50 = 0 Portion of WF Consuming Pops
Month 2: 25 ÷ 50 = 0,5 Portion of WF Consuming Pops
Month 3: 50 ÷ 50 = 1 Portion of WF Consuming Pops
Month 4: 25 ÷ 50 = 0,5 Portion of WF Consuming Pops
Month 5: 0 ÷ 50 = 0 Portion of WF Consuming Pops

Monthly Devastation
Month 1: 0,4 (x) 0 (x) 0,9 = 0 Monthly Devastation
Month 2: 0,4 (x) 0,5 (x) 0,9 = 0,18 Monthly Devastation
Month 3: 0,4 (x) 1 (x) 0,9 = 0,36 Monthly Devastation
Month 4: 0,4 (x) 0,5 (x) 0,9 = 0,18 Monthly Devastation
Month 5: 0,4 (x) 0 (x) 0,9 = 0 Monthly Devastation

As mentioned, in trade, WF's true identity will be evident to the exporting empire, but hidden to the importing one. This means that although an empire attains WF by import, it will not know it, and most importantly, the WF will add to their own Food stock, not their WF stock. With that said, WF attained by import may still be exported. WF added to the basic Food stock will be detected by the game system, although it will be presented as plain Food to players. This means, by exporting the basic Food resource, players may actually export WP even though they're unaware of doing so. The effects of the exported WF will then affect the most recent importer instead.

No content of the Trade and Effect chapter will be available in the mod.

Icons

The design requires three new icons: A Weaponized Food icon, a Food Modification icon and a Food Modification Center icon. Below follows in-mod placeholder images and icon descriptions.

Icons		
Placeholder	Icon	Description
	Weaponized Food (Resource)	Since WF in most ways imitates the basic Food resource, its icon should too. The icon design should be based on the same apple that makes the Food icon, however in some way look off or corrupted.
	Food Modification (Technology)	The icon should display food being tampered with. The food should at least partly take on the same characteristics of being corrupted as will be displayed in the WF icon. It should be evident that what's done to the food is corrupting rather than enhancing (unlike the placeholder image).
	Food Modification Center (Building)	The icon should illustrate an enclosed science center, short on windows and clues of its inside's activities. A building mighty and powerful, yet expressionless and secretive.

Further Possibilities

The design and content of this document needed to be restricted for obvious reasons, however, there's some further possibilities of the design that should be mentioned.

One of those is the ability to expose and identify Weaponized Food. Already with the design that's been made, players may on their own figure out they've imported WF when they notice their Devastation numbers increasing. The game system should be able to support players with such insight in order to not make them frustrated. In the same way, the system should be able to support those who would be clueless when being affected by WF, or else the WF impact won't really add any player value. For example, a way to analyze Food stock would take care of this. The ability to analyze Food stock could also serve in making the Food Modification tech available to empires not having acquired it by researching the Omvatius Anomaly.

This goes into the next further design possibility that would be making production and export of WF a risk of harming relations. Surely, if an empire discovered another one trading them tampered foods, their opinion of the other would be affected. This could be designed by using opinion modifiers that's established in the already existing systems of Relation levels and Opinion.

Lastly, as the discovery of WF stems from finding a city devastated by hosting production of such a resource, other empires should also be able to take damage by doing the same. Producing WF should sometimes or always have a negative impact on the production building's surroundings by the increase of Devastation.