

New Texas-style milker as a ship upgrade

ALT-F4

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[Not now]

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~~Empty into bags~~

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Second block: ice cream with Yammi stuff

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Summary

This content adds a New Texas-style milking machine to the ship, allowing for greater potential to monetize Steele's milk and adding a couple milking scenes.

Mechanics/Technicalities

This content will add some parser tag thingies. shipMilkTank1 through shipMilkTank4. I expect them to use the same parts after the period that pc.milk uses. Examples:

shipMilkTank1.milk

Should function exactly as pc.milk, only referencing the milk in the specified tank. If the tank is empty, it should say 'empty' instead of trying to describe the milk in it.

shipMilkTank2.milkNoun

Returns the type of milk in the specified tank. Should work like pc.milk.Noun.

Example outputs: normal, Nyrean, Vanae Huntress, honey

shipMilkTank3.milkColor

Returns the color of the milk in the specified tank. Should work like pc.milkColor.

Example outputs: white, purple, brown, etc (the normal milk colors)

shipMilkTank4.milkVisc

Returns the viscosity of the milk in the specified tank. Should work like pc.milkVisc.

Example outputs: creamy, sticky

shipMilkTank1.milkFlavor

Returns the flavor of the milk in the specified tank. Should work like pc.milkFlavor.

Example outputs: sweet

shipMilkTank2.fullness

Returns the current amount of milliliters of milk that is in the specified tank.

Example outputs: 120, 1500, 4503, 16000

This content will also keep track of the contents of four different milk tanks. Based on loose calculations, each milk tank should have a capacity of 16,000 mL. It will need to detect when milking someone would put the tank over that amount. It will also need to detect when someone does not have enough milk stored in a tank to fill a full milk bag. Finally, it will need to determine if the PC's milk is the same type that's already stored in the tank, and if it is not, to not milk them.

Intro: Finding the milk machine

##Change the description of the room east of Cameron on New Texas to read:

Fences tall enough to hold back an elephant block off the swaying grasses to the south, but the north side of the road is completely unguarded, perhaps thanks to some attempt at groundskeeping. The growth is kept to a well-trimmed patch. The bumpy surface of the road travels east and west away from here, leading back towards the buildings to the east or out into the fields to the west.

Through a gap in the fence, you can spot a small red barn that's starting to succumb to the elements.

[Investigate] Tooltip // There might be something interesting in there.

You squeeze through the gap in the fence and approach the barn. Closer up, you can see that the red paint is flaking and the doors are sagging. It's a bit of a struggle to even pry them open, and the hinges scream as you do.

Inside, the small barn is filled with a miscellany of aging equipment. Everything is covered by a fine layer of dust. Hoes and shovels are propped against a wall, while boxy varmint traps hang from the ceiling. The entire left side is dominated by tractor attachments.

As you make your way further back into the barn, your attention is caught by a small red light beaming steadily from a tall piece of machinery. As you approach, it resolves into an industrial milker with tall, narrow storage tanks. It seems to be an older model, with an integrated screen.

When you push the power button, the screen flickers to life. The screen reads BOOTING... for several seconds, then switches to DIAGNOSTIC MODE for a couple minutes. Then it displays ALL SYSTEMS FUNCTIONAL. RESERVE BATTERY POWER 24%. WARNING, DO NOT USE MILKER WHILE ON RESERVE BATTERY POWER.

It seems like there's nothing wrong with it, aside from being outdated. With how compact it is, you could probably install it in your ship, if you wanted. {If player is a smuggler: At the very least, you might be able to use this to hide contraband fluids on your ship.}{If player is a tech: Even if errors crop up, it should be simple to fix them.}{If player is a mercenary: It might be nice to have one more way to make money.} But before you take it, you should probably find out who it belongs to.

[Back] - takes you back to the room.

Talk to Cameron about the milk machine

##Add a new button to Cameron's talk menu, [Milk Machine]. Don't display it unless the character has investigated the milk machine.

[Milk Machine] Tooltip // Ask Cameron about the milker you found in the dilapidated red barn.

"That old thing? My daddy used that back before they set up the giant milk barn down the road." He thinks for a moment. "If you want it, I'd say 10,000 credits is a fair price. I'll even find someone to haul it to your ship and bolt it in for you."

[Buy it] [Not now]

[Buy it] Tooltip // Buy the milker for 10,000 credits.

You transfer 10,000 credit chips to Cameron. He grins and says, "I'll get right on that."
##remove 10,000 credits from the player. If the player doesn't have 10,000 credits, this option should be unavailable.

[Back] - back to Cameron's talk menu.

[Not now] Tooltip // Don't buy it yet.

"It'll be there if you change your mind."

[Back] - back to Cameron's talk menu.

Red barn, after the first time, but before the milker is removed

The small barn is filled with a miscellany of aging equipment. Everything is covered by a fine layer of dust. Hoes and shovels are propped against a wall, while boxy varmint traps hang from the ceiling. The entire left side is dominated by tractor attachments. The milker sits in the back, red standby light gleaming.

[Milker] Tooltip // Examine the milk machine again.

You approach the milking machine and boot it up once again. Once it goes through its diagnostics, it displays ALL SYSTEMS FUNCTIONAL. RESERVE BATTERY POWER 24%. WARNING, DO NOT USE MILKER WHILE ON RESERVE BATTERY POWER.

It seems like there's nothing wrong with it, aside from being outdated. With how compact it is, you could probably install it in your ship, if you wanted. {If player is a smuggler: At the very least, you might be able to use this to hide contraband fluids on your ship.}{If player is a tech: Even if errors crop up, it should be simple to fix them.}{If player is a mercenary: It might be nice to have one more way to make money.} But before you take it, you should probably find out who it belongs to.

[Back] - takes you back to the room.

[Back] - again takes you back out to the road.

Red barn, after the milk machine is removed

The small barn is filled with a miscellany of aging equipment. Everything is covered by a fine layer of dust. Hoes and shovels are propped against a wall, while boxy varmint traps hang from the ceiling. The entire left side is dominated by tractor attachments. There's an empty space towards the back.

[Back]

Using the milk machine for the first time

##I'd like to use the same mechanics that the milking stall in New Texas does. So however much milk that would normally pump, this does too. I mention this because it seems that the stall in NT pumps more milk than what is in your breasts.

Milking scene

##I'd like to use the same mechanics that the milking stall in New Texas does. So however much milk that would normally pump, this does too. I mention this because it seems that the stall in NT pumps more milk than what is in your breasts.

Milk inventory management

The screen displays the status of each milk tank:

Tank 1: [shipMilkTank1.fullness]mL of [shipMilkTank1.milkNoun] milk.

Tank 2: [shipMilkTank2.fullness]mL of [shipMilkTank2.milkNoun] milk.

Tank 3: [shipMilkTank3.fullness]mL of [shipMilkTank3.milkNoun] milk.

Tank 4: [shipMilkTank4.fullness]mL of [shipMilkTank4.milkNoun] milk.

If the tank is empty, display Empty instead.

[Milk] [Tank1] [Tank2] [Tank3] [Tank4]

[Milk] - if you haven't been milked before with this machine, it takes you to the first time scene. Otherwise, it takes you to milk scene.

Each tank will have the following options:

[Fill Bag] [Purge]

[Fill Bag] Tooltip // Fill a milk bag full of [shipMilkTank1.milkNoun] milk.

##Check to see if there's enough milk to fill a bag. If not, fade this option out and change the tooltip to "There's not enough milk in the tank to fill a bag."

You attach a milk bag to the tank's tap. [MilkColor] [milkType] fluid pours/gushes/spurts/streams into the bag. Once it's full, you turn the tap off and seal the bag.

##Add one full milk bag of that milk type to the player's inventory. Reduce that tank's fullness by 2501 to 2999.

[Purge] Tooltip // Dump all milk from this tank.

This will dump all of the milk out of this tank. Are you sure you want to do this?

[No] [Yes]

[No] - Return to the main milker screen.

[Yes] - There's a loud <i>whooooosh</i> as the tank is quickly emptied, the milk spraying out of the ship and onto the ground.