## 🎮 **Game Concept Overview:**

**Title Suggestion:** *"Haunted Rebirth: City of the Forgotten"***Engine:** Ursina (Python)  
**Genre:** 3D Survival | Adventure | Educational | Urban Development  
**Theme:** Sustainable Development Goals (SDGs) x Post-apocalyptic haunted city

## 🧠 **Game Narrative:**

* The player enters a **haunted, abandoned, and environmentally ruined city**.
* The city symbolizes **neglect of Sustainable Development Goals**.
* Ghosts and demons represent consequences of **climate change, poverty, pollution, inequality, etc.**
* The goal is to **collect sustainable resources** and make **city development decisions** to:
  + Restore **health to yourself (player)**
  + Improve the **City Living Index** (symbol of SDG progress)

## 🧩 **Game Objectives:**

1. **Survive** ghost/demon attacks.
2. **Collect resources** (water, energy, food, medicine, green tech).
3. **Build infrastructure** based on SDGs (clean energy, education centers, etc).
4. **Escape or cleanse** the haunted zones by reaching certain SDG development thresholds.
5. **Track progress** using:
   * **Health Bar** (Player)
   * **City Living Index** (Progress toward rebuilding the city sustainably)

## ⚙️ **Key Features:**

* **✅** **3D Environment** using Ursina
* 🎯 **SDG-based Missions** (e.g. install solar panels = Goal 7: Clean Energy)
* 👻 **Enemies**: Ghosts, demons, pollution clouds, etc.
* 💚 **Health System** (decreases with damage or pollution exposure)
* 🏙️ **City Index System**:
  + Increases by sustainable development actions.
  + Unlocks safe zones, cleaner environments.
* 📦 **Inventory System** for resources/tools
* 🌍 **Environment Dynamics**:
  + Fog, darkness, pollution as initial state
  + Cleans up as city improves

## 🔧 **Development Goals (Milestones):**

1. **Prototype World** with haunted assets, fog, and player movement.
2. Implement **health system + basic ghosts**.
3. Add **resource collection** and **inventory**.
4. Design **UI elements**: health bar, SDG progress bar.
5. Add **SDG-themed missions/events**.
6. Finalize **sound, lighting, game ending**.
7. Polish UI and optimize performance.

## 🌱 **SDGs Represented in Game:**

| **SDG Goal** | **In-Game Representation** |
| --- | --- |
| 3. Good Health | Medicine pickups heal you |
| 6. Clean Water | Restore water sources, clear polluted zones |
| 7. Clean Energy | Install solar panels to light up city |
| 11. Sustainable Cities | Build schools, clinics, roads |
| 13. Climate Action | Plant trees, reduce fog/pollution |
| 4. Quality Education | Collect books, build knowledge centers |