Playtesting Garden City

General feedback:

* It’s unclear what triggers the win screen – we could perhaps add a message that announces we’re on the verge of victory and that triggers when you are one turn from winning?
* The management is very easy, but that’s okay because the narrative elements more than make up for it imo.
* Game length – currently tend to get a win screen after 3-4 buildings are operative. Do we want to make the win condition higher so we can show more narrative?

Bugs:

* Final warning message fires twice – on second to last and last turns.
* If you’re low on food stockpiles, but breaking-even/making a surplus on food, the final warning message fires each turn.
* ‘C’ doesn’t close messages.
* I need to edit one of the message from W.B. to make it work with another message that I changed.