Tipping Point!

Goal: reduce CO2 level by collecting resources to building different structures

Resources (Collect from the lanes):

Money – abundant

Metal – abundant

Scientist – medium

Engineer – medium

Politician – very rare

Structures (Ordered from least to most impactful):

Tree – free

Battery – 2 metal + 1 scientist

Solar Panel – 5 money + 1 engineer + 1 scientist

Wind Turbine – 10 metal + 10 money + 3 engineers

Nuclear – 30 metal + 30 money + 8 scientists + 8 engineers + 1 politician

We’re thinking of scrapping the idea of different disasters contributing to CO2 level because most of the structures are just about moving to clean energy in general, not solving specific symptoms like sea level or fires.

As a stretch goal, there can also a trash system that clogs your inventory and prevents you from building structures if you don’t compost it. Also the Nuclear powerplant could have a chance of failure that catastrophically raises the CO2 level.