This is the metadata schema, it outlines all of the variables which will be changeable in the game by the user and the outcome of changing each variable.

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| **Variable** | **Increase Outcome** | **Increase Cost/Gain** | **Decrease Outcome** | **Decrease Cost/Gain** |
| Number of Lines | Greater volume of product created | Cost £,  More electricity required | Lower volume of product created | Small refund £,  Less electricity required |
| Speed of conveyor belt | Reduced production time | Cost £ | Cannot downgrade | Cannot downgrade |
| Speed of delivery truck | More materials per day | Cost £ | Cannot downgrade | Cannot downgrade |
| Temperature | Produces brick more quickly | Costs more electricity,  Costs quality | Produces brick more slowly, higher quality | Costs less electricity,  Costs time |
| Pressure | Produces brick more quickly | Costs more electricity,  Costs quality | Produces brick more slowly | Costs less electricity,  costs time,  gain quality |
| Number of silos | Greater material storage capacity | Cost £ | Cannot downgrade | Cannot downgrade |
| Size of boxes | More product per box | Cost £ per month | Less product per box | Costs less £ |
| Size of storage | Greater number of boxes stored | Cost £ | Cannot downgrade | Cannot downgrade |
| Marketing Budget | Increase in sales | Cost £ per month | Decrease in sales | Cost less £ |
| Number of Packers | Faster truck loading time | Cost £ per month | Slower truck loading time | Cost less £ |
| Material sourcing team budget | Cheaper Materials | Costs quality, costs £ per month | Higher quality product | Materials cost more £ |
| Number of delivery trucks | Greater quantity of product can be delivered | Cost £ per month | Lower quantity of product can be delivered | Decreased cost |
| Human to Robot worker upgrade | Greater brick production and truck loading speed | Lower Cost, costs reputation | Cannot downgrade | Cannot downgrade |
| Waste machine | No waste | Costs £, Increased reputation | Cannot downgrade | Cannot downgrade |
| Purchase wind/solar power | No effects on production | Increase in electricity, increase in reputation,  Cost £ | No effects on production | Small refund, decreased electricity, decreases reputation |