City Builder Udemy Tutorial

Game Summary:
Build and manage a city. Create a smoothly running metropolia.

Core Mechanics:
- Build areas designated for different kinds of constructions
- Build special buildings by buying them off the shelf.
- Collect tax money to build even more structures

- Provide people with what they need to increase their happiness and develop the city.

- Unlock new buildings by completing challenges.

- Messaging system for providing player with a feedback

- Happiness system

- Stats system that shows which building produces what.

Screens: Pocket City by Codebrew Games and SimCity Buildit by EA Maxis

Gameplay:
Player starts with a flat 100x100 plane filled with trees, water and grass tiles. Starting money amount is 10,000,000 $ and it is the main resource of the game.

Player has to create a road and place constructions areas. Buildings cost money and requires an upkeep fee to maintain them.

First player should start with creating residential area. Those needs to be supplied with power and water sources and placed near a road.

Next player needs to place Power Station and Water Station.

People need to work in order to pay taxes. Create agricultural buildings that will provide workplaces and indirectly food that will be sent to commercial area and sold yo people there.

Some people will work in Power/Water station.

We need to create agricultural area a little bit away from the city and commercial area because the smell of them brings citizens happiness down.

Placing more structures requires more employees and it creates a positive feedback loop. The more you build the wealthier you get.

Next player needs to create industrial area to provide people with even more goods. At this point the houses will start to improve.

Player has a goal to reach X population count.

Upon that goal is reached he unlocks new structures and new challenges arise.

Game ends when we reach 1,000,000 citizens. We have score based on time and money.

Music:
We need orchestral light music for gameplay and menu. We need an atmosphere of a creative process with no rush. We need sounds of city as well as for building and UI.

Art Style: We will use low poly assets from content creator Quaternius. Graphis will be simple mobile friendly.

Similar games:
- Pocket city by Codebrew Games
- Simcity BuildIt by EA Maxis

Constraints:
- platforms: PC and Mobile
- Use 3d models from Quaternius