

# Undersea City Builder

Undersea City Builder is a city-building simulation game of a future fictional undersea city.

In this game, the player act as the pioneer of a newly-discovered rich seafloor. The player needs to plan carefully to make sure the budget and oxygen won't run out. The key elements and buildings are as follows:

## Key Resources:

1. Budget - (can be negative, no upper limit)
2. Oxygen - (has a capacity)
3. Population - (reach 5000 to win, has a capacity)

## Natural Resources:

1. Gold - (has 3 levels, consisting of 500, 1000, and 1500 budget respectively)
2. Rock - (there are 10 rocks inside the map)

## Key Elements:

1. Workspace
2. Oxygen supply
3. Doom space
4. Labor supply

## Buildings:

1. Pioneer Hub - (built on rock, provides a circle range of Workspace)
2. Oxygen Generator - (built inside Workspace, provides oxygen supply)
3. Small Doom - (built inside Workspace and requires oxygen supply, provides Doom Space)
4. Medium/Large Doom - (same as Small Doom, but can accommodate Higher Undersea Apartment)
5. Undersea Apartment - (built inside Workspace, provides population and labor supply)
6. Treasure Hunter Hub - (gain gold from the seafloor, built outside Workspace, requires Labor supply)

The reference game is Terra Nil, which is one of my favorite city builder games. I want to keep this game as simple and compact as Terra Nil. Buildings in Terra Nil form a closed-loop, which is elegant. But in this game, I haven't got an idea of how to narratively connect the final product (treasure) with the first resource (the rock).