

Fantasy City Builder Design Reference

Combined City Builder Reference (Pharaoh + Zeus) Adapted for Fantasy Dungeon-Town Setting This document merges the mechanical depth of *Pharaoh* and *Zeus: Master of Olympus* into a modern, anime/isekai-inspired magical city builder framework. Your Godot project can integrate both their system design principles while leaving room for adventure, crafting, and mystical growth.

Core Stats & Systems to Include

- **Population & Labor:** Class-based (villagers, artisans, adventurers); balance employment for production and exploration.
- **Housing Evolution:** Upgrades when provided magical energy, food, or culture; homes visually evolve.
- **Resource Flow:** Farms, alchemy labs, and workshops produce goods; stores distribute via markets.
- **Services:** Fire (warding), Health (healers), Culture (arenas/theatres), Religion (temples or guilds).
- **Economy:** Taxes, trade, and dungeon expeditions provide income; upkeep for magical constructs.
- **Magic & Myth Events:** Replace gods with spirits, mana storms, blessings, or curses that shape the city.
- **Trade & Diplomacy:** Factions or regions trade goods; world map shows favor, economy, strength.
- **Adventurer System:** Send heroes on missions (like requests/demands); success affects town morale and stock.
- **UI Design:** Overlays for coverage, resource flow, and house needs; pop-up panels show data per building.
- **World Progression:** Unlocks new monuments or magical towers when certain happiness/population thresholds met.

Suggested Metrics for the UI

- Population by class, worker shortage/unemployment
- Food supply, storage capacity, and shortages
- Desirability heatmap
- Service coverage % per type
- Treasury balance, trade stats, and faction favor
- Events log with countdowns and results
- Magic favor, mana flow, or elemental harmony meters
- Happiness/morale ratings
- Housing evolution stages and resource requirements
- Expedition/missions tab with completion reports

Design Style Tips

- Replace Egyptian/Greek realism with colorful anime fantasy aesthetics.
- Use animated magic effects instead of walkers (elemental orbs, familiars, drones).
- Keep walker logic optional; pathfinding-heavy systems can be replaced with coverage zones.
- Balance clarity and spectacle — players should *see* prosperity or decay visually.
- Integrate light RPG elements (adventurer stats, guild rankings) without losing builder clarity.

CSV Summary of Core Stats and Systems

Category	Element	Description
Population	Total Population	Tracks total citizens, divided into classes or professions
Population	Worker Availability	Shows employed, unemployed, and worker shortage levels
Housing	Evolution Levels	Houses evolve based on goods, services, and desirability
Housing	Desirability	Score affected by surroundings, pollution, and aesthetics
Goods	Resource Stocks	Displays total goods by type across storage buildings
Goods	Food Supply	Tracks per-type food quantity, variety, and distribution coverage
Services	Coverage	Heatmap and % of houses serviced by fire, health, culture, religion
Economy	Treasury	Shows income, expenses, trade balance, and tax rate impact
Trade	World Map	Displays trade partners, route status, and yearly imports/exports
Trade	Favor Levels	Shows relations per city or faction affecting trade or alliances
Military	Readiness	Unit count, morale, and resource readiness
Events	Requests/Demands	Lists external requests and missions with timers and rewards
Events	Mythic/Adventure Events	Magical or divine events offering blessings or threats
UI	Building Panels	Clickable info for stock, worker, and service status

UI	Overlays	Heatmaps for services, desirability, and distribution
UI	House Need Icons	Visual indicators above homes for missing goods/services
Special	Monuments	Long-term builds requiring multiple goods and labor
Special	Magic System	Fantasy mechanic replacing gods—elemental, divine, or curse system