This is the document that will outline what the entire project will look like from the ground up. If required we could make child branches to this document however at this point in time we’ll just be working from this document.

The main objective to this project is to create a city that is beautiful. Defining a beautiful city is a tough task, we’ll attempt to do that later. But broadly, a city in which one would want to live because of the inherent beauty of the city and not just the opportunities the city provides. We also look at making the city as pedestrian and cyclist friendly as possible as opposed to as automotive friendly as possible.

The city will be designed to fit to a maximum of a 25x25 square. This is because of my belief that cities shouldn’t be endless sprawls, but be beautiful and encapsulated.

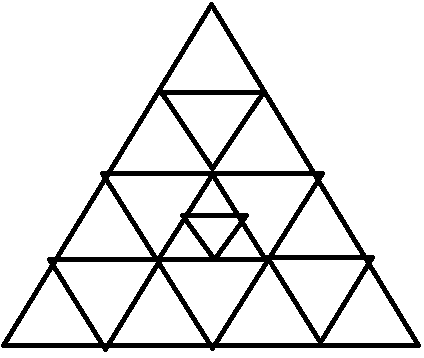
Currently we’ll try to create an outline to how the city should be designed and on what aspects.

The main things we have to worry about at this point in time is the following:

1. The City Design: There are three city designs that come to my mind. One is the grid. The second is the Hub and Spoke. The third is a triangle design.

We could go on further, using more shapes to design cities, but I’d like to limit myself to the above three at the present moment.

* 1. The grid: It looks like a square excel table and, to my knowledge, there is a city in India called Gandhinagar that was designed in this fashion. We have a set of parallel roads that create a grid shape, which could be further subdivided, but the main design block is the 1x1 sq. km.
  2. The hub-and-spoke: (I apologize for my lack of usage of Jargon, but I wasn’t able to find the right word on Google, and this seemed like the most intuitive way to call it) This is the way Paris was designed by Haussmann. You have a central location around which you have spokes of roads going out, the spokes are further interconnected by roads that connect the different spokes. This design makes a city appear like a spider web.
  3. The Triangles: This idea seems the most innovative to me, and I cannot think of a real-life example at the moment. You have a set of concentric(?) triangles as drawn below.



It’ll be interesting to think about how this layout would be better than the other two.

The next order of business is to down select to the most appropriate design choice for the city (each would be limited to 25kmsx25kms). We have to think of advantages and disadvantages to each city design, based on which we will select the city design.

PS. You could recommend a different design choice, but you’ll have to provide your reasoning over why its better than the above two.

1. Basic Infrastructure:
   1. Transportation, Connectivity & Roads
   2. Energy Demand management
   3. Water and Sewage Handling (We should really go down to the basic details)
   4. Telecommunications and Internet Connectivity

For now, this is the first order of business. We have to get over the above 2 points; these are essential to how we proceed with designing the rest of the city