

## **Role description *CodeFox***

Our role in the game will be a housing corporation.

The main goal of our role will be to make profits by buying ground and building houses there in a smart way. Also we want to keep up our good reputation so that we will be known as a successful and trustworthy corporation. This means that we will not want to let our buyers down.

To do this we will choose the grounds that we want to buy carefully. A few criteria:

- We prefer not to build houses near student houses, as this will be unattractive for the potential residents (noise disturbance)
- We want to make sure that our residents have parking lots near their houses
- We want to build houses on ground that is not too close to roads that create a lot of noise disturbance
- We want to build houses near enough green so the residents will have a nice environment