Project scope

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Community & UN SDG(s):	Affordable & Clean Energy (SDG 7) - Responsible Consumption & Production (SDG 12)
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Project Name	Electroflux

Project Deliverables	
MVP 1 - Initial Start-up - Basic Tiles and Map	**Press Start** - A new user will see the main landing page, and be prompted to press start to begin the game **Place Tiles** - The user should be able to place tiles/buildings of their choosing on the grid-like map (may be a pre-made map at this point)
MVP 2 - Power Management - Additional Game Logic	**Manage Power** - The user should at this point see houses that require power and buildings that produce power, and should try to match the requirement with enough production, the buildings should interact with each other and have a radius of effect, as well as specific places they can or can't be placed
MVP 3 - End of Game Logic - Tidbits/Facts	**Game End** - The user should be able to end the game via a pause menu or by meeting the lose condition **Power Consumptions Reduction Facts** - At the game over screen, a user should be able to see facts about reducing their own power consumption in their daily lives

Project Exclusions

1. Any kind of online interaction - due to time limits, I will not be indulging in any kind of online leaderboard or other interactions of any kind.
2. Music/Sound FX - audio may also be excluded due to time limitations, with a pure focus on the gameplay