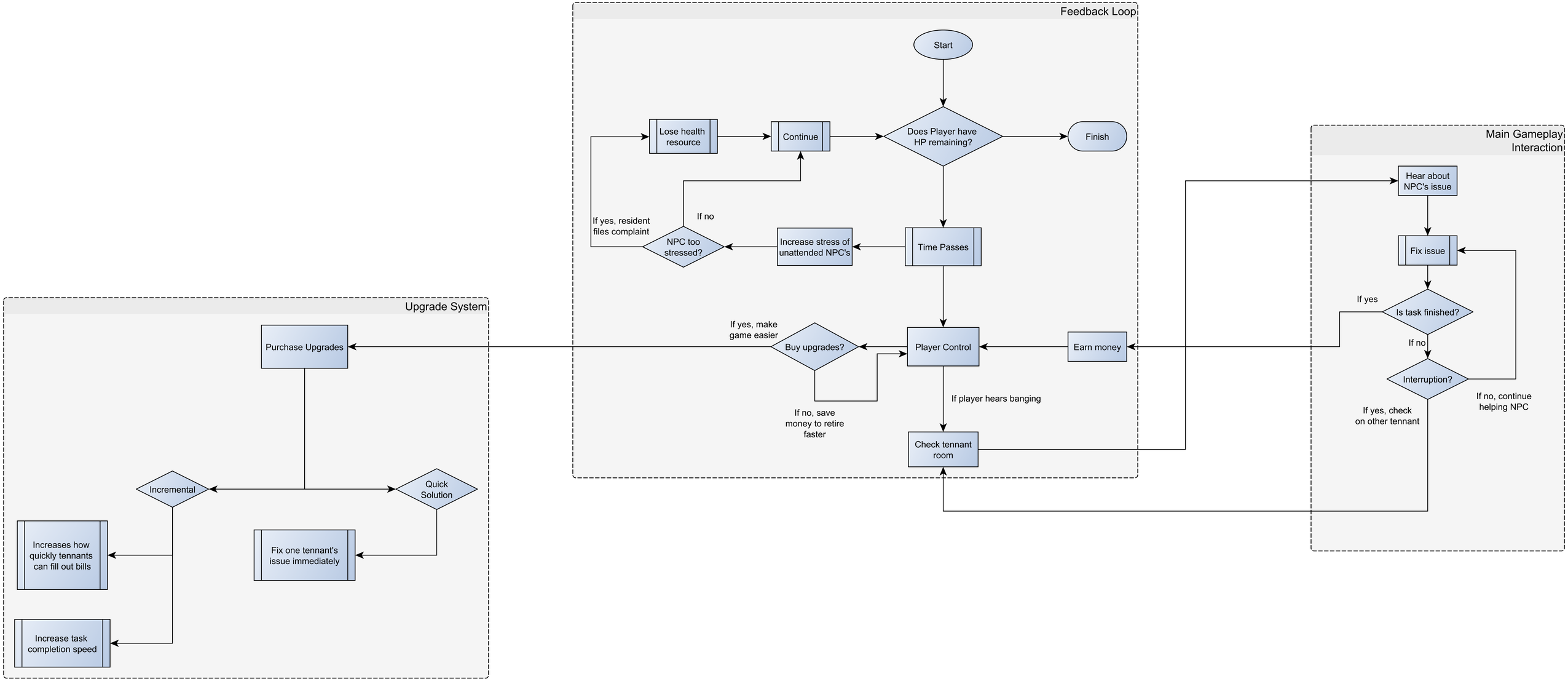
Feedback Loop
Start
Does Player have HP remaining?
Finish
Lose health resource
Continue
If yes, resident files complaint
If no
NPC too stressed?
Increase stress of unattended NPC's
Time Passes
If yes, make game easier
Buy upgrades?
Player Control
Earn money
If no, save money to retire faster
If player hears banging
Check tennant room
Main Gameplay Interaction
Hear about NPC's issue
Fix issue
If yes
Is task finished?
If no
Interruption?
If no, continue helping NPC
If yes, check on other tennant
Upgrade System
Purchase Upgrades
Incremental
Quick Solution
Increases how quickly tennants can fill out bills
Fix one tennant's issue immediately
Increase task completion speed