Searching for the toy

Cities : Skylines   CS
"An open field"

Most if not all city sim's start this way. An open space, a mass
of land big or small, detailed or plain.

Tools
You are then presented with a set of tools. These tools are what
a player would use to transform an empty plot of land
into a bustling city

In CS the foundational tool is the road tool.
The road tool is more than just a tool to create ways for your
population to move around the city.
It is effectively the drawing tool, used to map out the
blueprint of the city. It is also a bookmarking tool, used to
bookmark further developments of the growing city.
All of these are made possible by the incredibly open
ended and non restricting design of the road tool.

Every tool that follows is dependant on this foundational tool.
I should first analyse this foundational tool in greater depth
before I delve into the consecutive tools.

For the presentation I should focus on the tools and their
dependencies while discussing in detail the types of
play that they lead to.

Iterations of the Boomeraxe
- Bouncing Boomeraxe → Convoluted
- Tracking Boomeraxe → with solution to open loops.
- Throwing axe → not playful, not validated.
- Sticking axe ★

Lets talk about the character
- moving when in air is a must
- The jump must feel punchy.
- The animations will juicify it.

Interactions
- The teleporting gem loop
↓
Throw axe through gem — gem becomes
↓
axe becomes teleport capable
↓
Sticks in wall
↓
teleport to it — gem becomes active
↓
fall down