Building Blitz

Your name is King Konstruct and your task is to rebuild the city! But there is a problem, the citizens of Kreatville don’t want to close down areas of the city for construction! This means you must Build Quick! Build Cheap! Build Strong!

Many different modes, campaign is all of these modes put into one.

In campaign: build conveyor belts and ramps to transport resources in, build bridges to ensure population doesn’t die (if too many citizens die, people leave city and your typically increasing worker count which loads your conveyor belts and ramps starts decreasing meaning you have less resources to work with!), build defenses/army to protect from enemy attacks, thieves and natural disasters (although some natural disasters which are weaker can skip your defenses), expand your city’s transportation to reach more resources, main goal is to discover a way to destroy enemy city through physics (eg: build a bridge over their city and remove a pillar to collapse on top of it, overload too much water resource into their pipe lines to blow up the city from below, etc)

Resource types: Wood, Stone, Water, Food

Wood and Stone to build structures, Water for your citizens, Food for your army. Your army is weaker than your defensive structures but not as mobile.