

Sustainability



Project Name	Sustainability
Genre	Sustainable City Simulation
Language	English (UK)
Platform	PC and Console

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Document History

Version	Details
1	First Draft

Introduction

I have been tasked with designing and developing a city simulation game that challenges players to manage a sustainable city. It should be engaging and immersive and use appropriate visual and audio elements to create a unique gaming experience.

Audience Research

Research Planning

In the planning phase of my game design document, I will conduct comprehensive research to better understand my target audience.

This research will delve into various aspects, including demographics and psychographics, to gain insights into the preferences, interests, and behaviours of potential players. By exploring factors such as age, gender, location, interests, values, and gaming habits, I aim to create a game that resonates with the target audience on a personal level.

It will serve as the foundation for developing a game that not only entertains but also educates and empowers players to make a positive impact on the world.

My primary objective is to gather relevant insights into the demographics, psychographics, and preferences of my target audience to inform the development of a sustainable-themed game.

Primary Research Methods:

Feedback Forms:

Design and distribute feedback forms to potential players.

Include questions about demographics (age, gender, location), interests, gaming habits, and preferences related to sustainability and environmental themes.

Collect responses and analyze the data to identify patterns and trends.

Secondary Research Methods:

Online Sources:

Conduct online research to gather data and insights on demographics and gaming trends.

Explore existing studies, reports, and articles related to environmental consciousness, gaming preferences, and mobile gaming habits.

Compile relevant information to supplement the primary research findings and provide context for the target audience analysis.

To complement the primary and secondary research methods outlined, I will leverage additional opportunities to gather feedback and insights from my peers and classmates throughout various stages of the game development process. These interactions will provide valuable perspectives and help refine the game concept based on real-time feedback. Here's how I plan to integrate feedback from my class members:

Concept Presentation Feedback:

After presenting my initial game concept to the class, I will distribute feedback forms to gather input on the overall concept, including its alignment with sustainability and environmental themes.

Questions will focus on aspects such as clarity of the concept, appeal to the target audience, and potential areas for improvement.

Analyzing this feedback will help refine the concept and ensure it resonates with the intended audience.

Pitch Presentation Feedback:

Following the pitch presentation, where I outline the game's key features and objectives, I will once again distribute feedback forms to gather input from classmates.

These forms will include questions about the perceived marketability of the game, its potential to engage players, and any concerns or suggestions raised during the presentation.

Analyzing this feedback will help fine-tune the pitch and address any concerns raised by classmates.

Playtesting Session Feedback:

During the playtesting session, where classmates will have the opportunity to experience a prototype or demo of the game, I will gather feedback through direct observation and structured feedback forms.

Participants will be asked to provide feedback on gameplay mechanics, user interface, overall enjoyment, and the effectiveness of sustainability-themed elements.

This feedback will be crucial in identifying any usability issues, balancing gameplay mechanics, and refining the game's overall experience.

Plan Conclusion

By following this research plan, I aim to gather valuable insights that will guide the development of a game that resonates with the target audience and effectively communicates and promotes sustainability and environmental themes.

Target Audience and Statistics

Understanding my audience's demographics and concerns is crucial for crafting an engaging and relevant gaming experience. In this section, I will show the demographics and statistics related to sustainability, climate change, natural disasters, and wildlife concerns. By examining age-based insights on climate change worries, concerns about natural disasters, wildlife appreciation trends, and perceptions of urban green spaces, I aim to tailor the game to resonate with the diverse interests and priorities of players.

Climate Change

In October 2021, the Office for National Statistics (ONS) found that **75%** of adults in Great Britain were worried about climate change. Interestingly, older adults, aged 70 and above, were less likely to express extreme worry compared to younger age groups. Only about a quarter (24%) of those aged 70 and over reported feeling very worried, whereas **37%** of those aged 25 to 34 and **34%** of those aged 35 to 49 expressed similar concerns.

Understanding the varying degrees of worry about climate change among different age groups can help tailor messaging and educational efforts. For instance, focusing on solutions and actions that resonate with younger generations who express higher levels of concern can be effective.

Meanwhile, addressing the specific concerns or barriers that may lead older adults to feel less worried can help engage them in conversations and initiatives aimed at addressing climate change.

Natural Disasters

While specific statistics regarding age-related concerns about natural disasters are scarce, it's crucial to recognize that these events impact millions worldwide. On average, between 40,000 to 50,000 individuals lose their lives due to natural disasters each year.

While concrete age-related statistics on natural disaster concerns may be limited, acknowledging the universal impact of such events can resonate across all age groups. Crafting educational materials and gameplay elements that highlight the importance of disaster preparedness and resilience-building can appeal to a broad audience. Additionally, emphasizing the role of community and collective action in mitigating the impact of natural disasters can be particularly impactful across generations.

Wildlife

According to the People and Nature Survey for England conducted between April 2020 and March 2021, over **40%** of respondents agreed that they've spent more time outdoors. Additionally, nearly a third acknowledged increasing their attention to nature and wildlife since the onset of coronavirus restrictions.

Recognizing the increased interest in spending time outdoors and appreciating nature among survey respondents can inform strategies to engage my target audience. Incorporating gameplay elements that promote exploration of nature and wildlife, as well as highlighting the interconnectedness between human actions and the environment, can resonate with individuals across age groups. Moreover, showcasing the positive impacts of conservation efforts and encouraging participation in local environmental initiatives can foster a sense of stewardship among players.

Urban Nature

The same survey highlighted that urban green spaces are the most frequented natural areas, with **49%** of respondents visiting them in the last month. Moreover, **40%** of participants perceived an improvement in the quality of green spaces near their residences over the past five years.

The popularity of urban green spaces and perceived improvements in their quality present opportunities to connect with your target audience. Integrating game features that encourage exploration and interaction with urban nature can tap into this interest and promote a deeper appreciation for green spaces. Additionally, highlighting the benefits of urban biodiversity and green infrastructure can inspire players to advocate for and contribute to the enhancement of natural environments in their communities.

Audience Personas

An audience persona is like creating a detailed character profile for a specific group of people who might be interested in your game. It is a way to understand your players better by imagining their age, interests, preferences, and behaviours.

When making a game, audience personas help developers tailor their game to fit the needs and desires of their target players. For example, if your persona is a young adult who loves fast-paced action and competitive gameplay, you might design intense multiplayer modes or challenging levels to cater to that preference. If your persona is a casual gamer who enjoys relaxing gameplay experiences, you might focus on creating soothing visuals and simple mechanics.

Audience personas guide game developers in making decisions about gameplay mechanics, art style, story elements, and marketing strategies to ensure that their game resonates with the people they want to reach.

Persona 1

Meet Emma, a 28-year-old female residing in London, UK. With a bachelor's degree in environmental science and a career as an Environmental Consultant, Emma is committed to sustainability, conservation, and climate change. She spends her free time hiking, bird watching, and volunteering for environmental causes, reflecting her passion for nature and wildlife.

Living by her values, Emma embraces a vegetarian lifestyle and prioritizes eco-friendly transportation options like cycling or public transit. She strives for a zero-waste lifestyle, demonstrating her dedication to minimizing environmental impact through everyday choices.

When it comes to gaming, Emma prefers mobile games for their accessibility and plays during her commute and in the evenings after work. She particularly enjoys puzzle games and simulations with themes centered around nature or city-building. Emma discovers new games through social media and recommendations from friends, indicating her reliance on trusted sources for entertainment options.

Emma's needs and motivations in gaming are clear: she seeks a game that resonates with her values and interests while providing an opportunity to learn more about environmental issues and make a positive impact. A game that allows her to manage a sustainable city would capture her attention and engagement, aligning perfectly with her passions and aspirations.

Audience Persona 2

Introducing George, a 45-year-old nature enthusiast residing in Bristol, UK. With a high school diploma and a passion for gardening, George works as a gardener, nurturing green spaces and fostering his love for the environment. His interests span from tending to his garden and observing local wildlife to engaging in hands-on projects that promote sustainability.

Deeply rooted in his values of sustainability, conservation, and localism, George believes in the power of small, local actions to drive global change. He prefers practical, hands-on activities that allow him to actively contribute to environmental preservation and community well-being. George leads an outdoor-centric lifestyle, cultivating his own vegetables, and actively participating in recycling and composting practices.

When it comes to gaming, George gravitates towards desktop games for their immersive experiences, often unwinding with a session in the evenings after work or immersing himself in gameplay during weekends. He enjoys simulation games that simulate farming or nature, providing him with a virtual outlet to engage with his passions. Puzzle games also hold a special place in his heart, offering a mental challenge and an opportunity to unwind.

George stays connected to the gaming community through online forums and word-of-mouth recommendations from friends, always on the lookout for new experiences that resonate with his interests. He seeks a game that not only entertains but also educates, allowing him to delve

deeper into various aspects of sustainability and apply them in his daily life. A game that offers simulation features, allowing him to experiment with different environmental scenarios and observe their real-world impact, would particularly captivate his interest.

Audience Persona Conclusion

In conclusion, creating personas provides valuable guidance in shaping the development of my game centered around sustainability, climate change, and natural disasters. By understanding the diverse needs, motivations, and preferences of your target audience, I can create a game that resonates deeply with players who share similar interests and values.

Emma's persona highlights the importance of educational content and interactive experiences that empower players to make a positive impact on the environment, while George's persona underscores the significance of immersive simulations and practical applications of sustainability principles.

Incorporating insights from these personas into my game design and marketing strategies ensures that my game not only entertains but also inspires and educates, fostering a deeper connection with players and driving engagement towards promotion of real-world sustainable efforts.

Empathy Maps

What will players do?

{...}

What will players see?

{...}

What will players say?

{...}

What will players hear?

{...}

What will players feel?

{...}

Marketing

Game Concept

Description

I have been assigned to create and develop a city-building simulation game that encourages players to construct and oversee a sustainable city. My goal is to craft an immersive and captivating gaming experience, utilizing suitable visual and audio components to deliver a distinctive gameplay encounter.

Initial Planning and Stimulus

Upon receiving the brief, my attention was immediately captured by my past experiences with games such as City Skylines, SimCity, and Satisfactory. These gaming encounters have profoundly influenced the conceptualization of my design. In City Skylines, I observed intricate city planning and management mechanics that sparked my interest in urban development. SimCity's simulation of urban life and its challenges further enriched my understanding of city dynamics. Additionally, Satisfactory's focus on resource management and efficient infrastructure design resonated with my creative vision.

Concept

I have chosen to name my game "Sustainacity" because it perfectly captures the core idea and mission of the gameplay. The word "Sustainacity" combines "sustain" and "city," highlighting the game's focus on building and managing a city while promoting sustainability. It emphasizes the importance of making environmentally conscious decisions to ensure the long-term health and

prosperity of the planet. By choosing this name, players immediately understand the game's central theme and the type of experience they can expect, making it an ideal fit for my vision of creating an engaging and educational gameplay experience centered around sustainable urban development.

Platform

I have chosen to develop this prototype on PC as it is the most accessible [...]

Unique Selling Point

Key Features

Concept Pitch Presentation

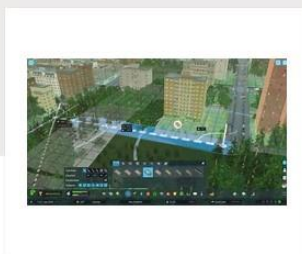


Concept

Repair and maintain a procedurally generated city by balancing economic growth and city management to turn your abandoned city into a thriving sustainable metropolis with millions of happy residents.



Background



- I was inspired by Cities: Skylines which is another City Simulator game
- I took inspiration from its visual elements like the buildings and landscapes.



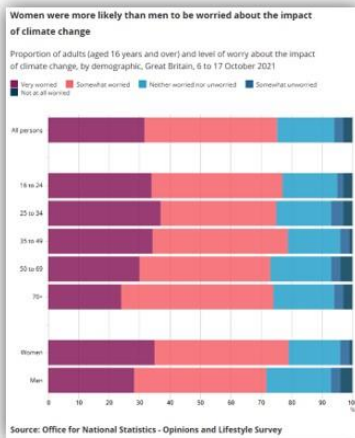
In-game Metrics

- Economy System – Given the currency you start with; you are tasked with repairing your city's buildings
- Resources – Required for building and upgrading your infrastructure
- Residents – population will grow as you build and develop your sustainable society.

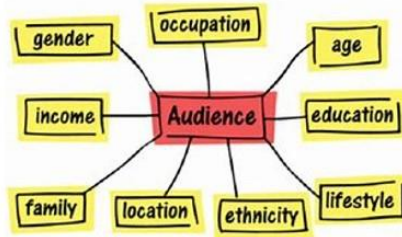


Target Audience

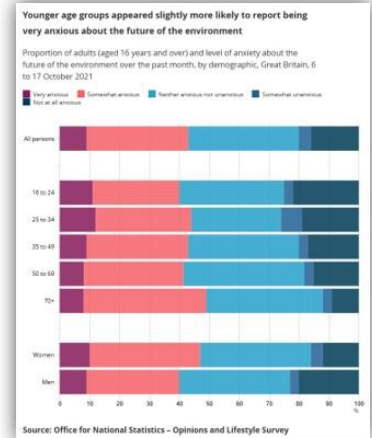
Gender



Urban planners, policymakers, students, and individuals interested in environmental issues and sustainability.



Age



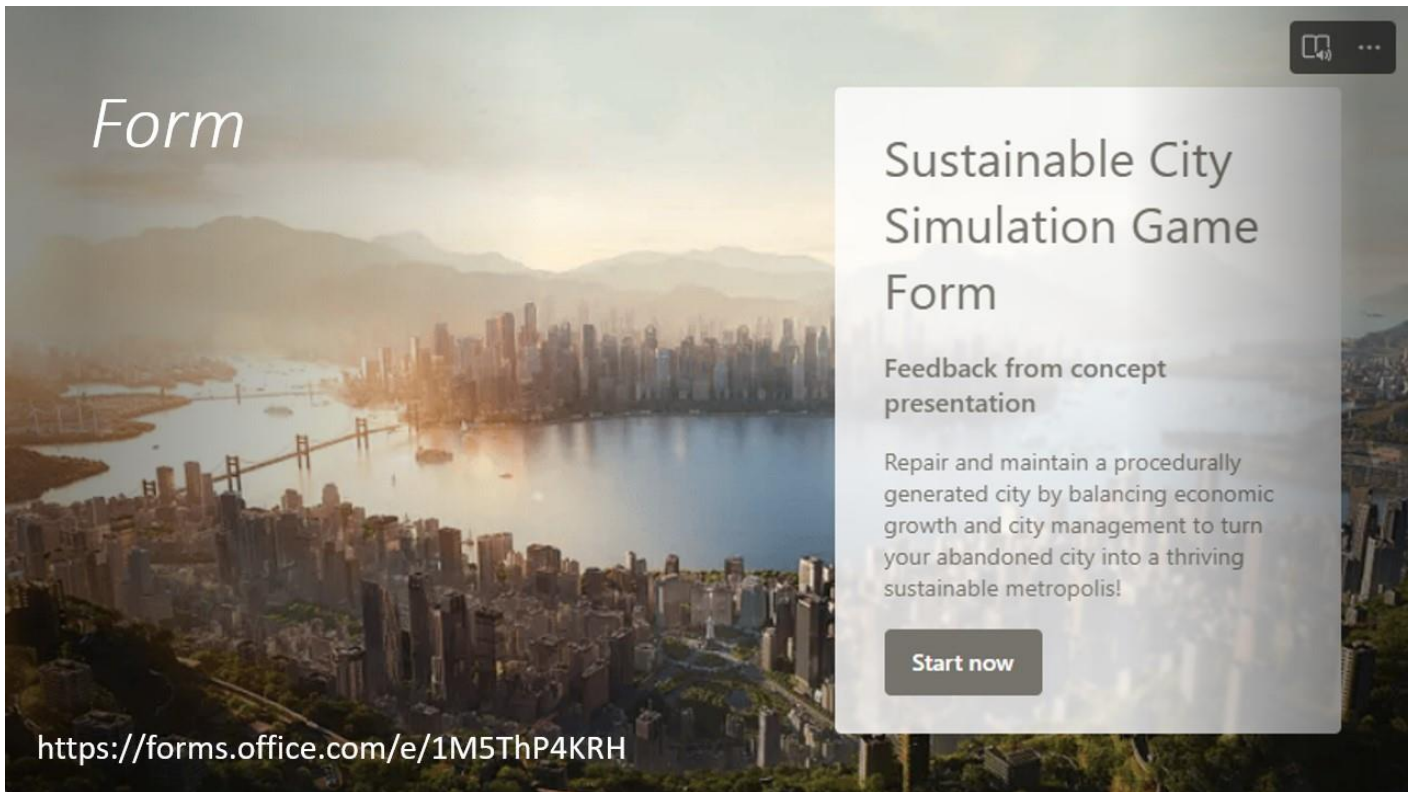
Concept Summary

What?

You are challenged to build a flourishing sustainable metropolis from an abandoned city. You must decide which buildings to rebuild or demolish starting from scratch. Using renewable resources, you'll upgrade infrastructure using sustainable methods, balancing economic growth and city management.

Why?

Nearly 70% of people are expected to live in cities by the year 2050. This shows how vital it is to develop cities sustainably. Additionally, more and more people in Great Britain are concerned about climate change, with 75% of adults expressing worry about it.



Concept Feedback and Data Analysis

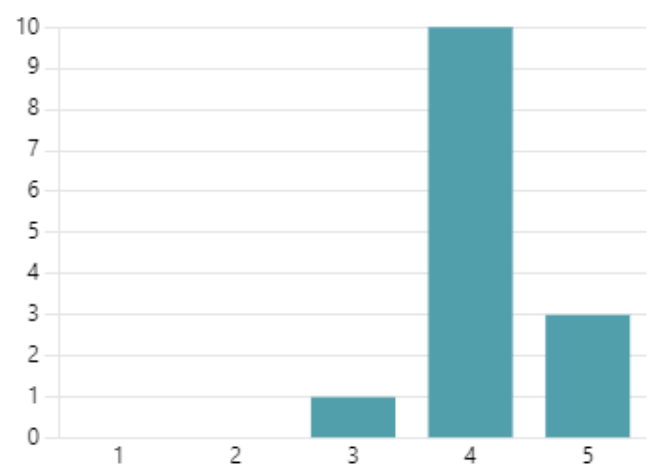
1. Game Concept Rating

How fun does the game proposal sound?

[More Details](#)

 Insights

4.14
Average Rating



The ratings range from 3 to 5, with 5 indicating the highest level of fun. Overall, the majority of respondents rated the game proposal with a score of 4, indicating a generally positive reception. However, there are a few outliers, such as Jake Liotta, who rated it with a score of 3. This

suggests that while the concept is generally well-received, there may be areas for improvement or aspects that some individuals found less appealing.

2. **City Simulation Games**

Are you familiar with city-building simulation games and their mechanics?

[More Details](#)  Insights

 Yes	9
 No	3
 Maybe	2



Among 14 respondents, most are familiar with city-building simulation games, while a few are not. Some individuals express uncertainty about their familiarity with these games.

3. **Awareness of Global Warming**

Do you think games about sustainability can raise awareness of global warming?

[More Details](#)  Insights

 Yes	13
 No	1
 Maybe	0



The overwhelming majority of respondents (13 out of 14) believe that games about sustainability can indeed raise awareness of global warming. This indicates a strong agreement among the participants regarding the potential effectiveness of such games in educating and informing people about environmental issues. However, it would be beneficial to investigate further the reasoning behind the outlying opinion to gain a better understanding of different perspectives on this matter.

Overall, the responses suggest a positive outlook on the role of gaming in addressing environmental concerns.

ID ↑	Name	Responses
1	Archie Holmes	I personally like the sound of all of it. The game itself is very appealing to me.
2	Liberty Weller	the repair parts
3	Kessan Robertson	the fact you can build a city.
4	Aiden Bijak	Trying to make everything sustainable while trying to make a bigger city
5	Christianna Collins	i like how its up to the player to make sure no one leaves
6	Fabian-Ioan Cretu	that you would be able to see what change you made
7	Alfie Middleton	Having to manage youre money to get people to stay
8	Monty Rees	The fact you have to keep up with it, keep the city sustainable for people to stay, I think that adds immersion.
9	Rico Canadinhas Canadinhas	The city buildings and people moving in/out of them. It reminds me of Roller Coaster Tycoon and that's a big draw for me, personally.
10	Aston Gleeson	it has a major sense of strategy and management, which will engage your audience majorly.
11	Ali Gleeson	Turning an abandoned City into a sustainable one, essentially the aim.
12	Meekah Allen	building up your city from rubble
13	Jude Cameron	the money system
14	Jake Liotta	i would like to customise my own city and create cool things

The responses indicate a diverse range of elements within the game concept that resonate with the respondents, showcasing potential avenues for engagement. The focus on city-building, resource management, and sustainability aligns well with the theme of the game. The emphasis on player agency, strategy, and customization suggests that these aspects would contribute significantly to the game's appeal and immersion. Additionally, references to other popular games like Roller Coaster Tycoon highlight potential influences and provide insights into what aspects of

gameplay players may find compelling. Overall, the feedback provides valuable insights into the elements that could make the game concept engaging for players.

ID ↑	Name	Responses
1	Archie Holmes	Maybe a pollution level detector?
2	Liberty Weller	not sure was kinda great the way it is
3	Kessan Robertson	n/a
4	Aiden Bijak	Multiplayer to work on a single city meaning you have to work with one another to win
5	Christianna Collins	maybe a counter or bar to let the player know how many people are staying and leaving sorta thng
6	Fabian-Ioan Cretu	maybe add like in a way a durability bar where as time passes the building will get a bit damaged and you have to fix it after quite a bit passed
7	Alfie Middleton	The more people yo have in the city makes it so that you need to upgrade or add additional services like extra waste collection , bigger energy plants and bigger/ more markets
8	Monty Rees	Idk
9	Rico Canadinhas Canadinhas	Maybe having something like a renewable power plant will be cool, since that way you could have the player power the city.
10	Aston Gleeson	perhaps have different buildings that offer different stats to different people (for example, a roller coaster ride that'd keep people that like entertainment in the city)
11	Ali Gleeson	Customisation options, perhaps. Like plants and structures to allure people to live in your City.
12	Meekah Allen	You could maybe add like a system for people who spend money at shops it can give you money back if u build them
13	Jude Cameron	a shop where you can buy powers to help you in the long term
14	Jake Liotta	add guns, maybe you have to build a city in an apocolypse and there are rival cities and they fight with funs

The suggestions provided offer a wide range of potential enhancements to the gameplay experience. Environmental features like pollution detectors and renewable energy sources align well with the sustainability theme of the game concept, adding depth and realism to the gameplay mechanics. City management aspects such as adjusting services based on population growth reflect a nuanced understanding of urban planning dynamics.

Ideas for multiplayer functionality, customization options, and reward systems add layers of engagement and replay value, enriching the overall player experience. However, suggestions involving combat mechanics, such as adding guns and introducing rival cities, may significantly alter the game's intended focus on sustainability and city-building. Careful consideration is needed to ensure that any additional features align with the game's core themes and maintain coherence

with the overall vision. Overall, the feedback provides valuable insights into potential avenues for further enhancing the gameplay experience.

ID ↑	Name	Responses
1	Archie Holmes	PEGI 12 – suitable for children
2	Liberty Weller	PEGI 12 – suitable for children
3	Kessan Robertson	PEGI 7 – suitable for young children
4	Aiden Bijak	PEGI 7 – suitable for young children
5	Christianna Collins	PEGI 12 – suitable for children
6	Fabian-Ioan Cretu	PEGI 12 – suitable for children
7	Alfie Middleton	PEGI 3 – suitable for all ages
8	Monty Rees	PEGI 7 – suitable for young children
9	Rico Canadinhas Canadinhas	PEGI 3 – suitable for all ages
10	Aston Gleeson	PEGI 3 – suitable for all ages
11	Ali Gleeson	PEGI 12 – suitable for children
12	Meekah Allen	PEGI 3 – suitable for all ages
13	Jude Cameron	PEGI 7 – suitable for young children
14	Jake Liotta	PEG 16 – suitable for children 16 and over

The wide range of suggested PEGI ratings reflects differing perceptions among respondents regarding the target audience and content appropriateness of the proposed game concept. Ratings such as PEGI 3 and PEGI 7 suggest that some respondents view the game as suitable for a younger audience, likely based on the perceived simplicity and family-friendly nature of the gameplay.

Conversely, suggestions for higher ratings like PEGI 12 and PEGI 16 may stem from considerations of complexity, thematic elements, or potential challenges within the game.

However, it's essential to carefully assess the content of the game to ensure that the chosen rating aligns with its intended audience and does not include any inappropriate or mature content.

Overall, the varied responses highlight the importance of evaluating the game's content, mechanics, and themes comprehensively to determine the most appropriate PEGI rating that ensures both enjoyment and safety for players within the designated age range.

ID ↑	Name	Responses
1	Archie Holmes	4
2	Liberty Weller	5
3	Kessan Robertson	3
4	Aiden Bijak	4
5	Christianna Collins	3
6	Fabian-Ioan Cretu	4
7	Alfie Middleton	3
8	Monty Rees	5
9	Rico Canadinhas Canadinhas	4
10	Aston Gleeson	3
11	Ali Gleeson	4
12	Meekah Allen	4
13	Jude Cameron	2
14	Jake Liotta	3

The responses indicate varying perspectives on the significance of the procedurally generated city aspect to the game's replay ability and overall enjoyment. The majority of respondents consider it to be moderately to extremely crucial, emphasizing its potential to enhance replay ability by offering unique experiences in each playthrough. They likely believe that the dynamic nature of a procedurally generated city adds depth and variability to gameplay, encouraging players to explore different strategies and scenarios across multiple sessions.

However, a minority of respondents rated the procedural generation aspect as less crucial, suggesting that they may prioritize other elements of the game concept or gameplay mechanics over procedural generation in terms of enjoyment and replay ability. It's essential to consider these

differing viewpoints when designing the game, ensuring that procedural generation contributes meaningfully to the overall player experience without overshadowing other aspects of gameplay.

Overall, the feedback highlights the importance of carefully balancing various game elements to maximize replay ability and enjoyment for players.

ID ↑	Name	Responses
1	Archie Holmes	I think it will be a big impact and an important part of the game, and that makes it unique.
2	Liberty Weller	will defo raise awareness
3	Kessan Robertson	currency and the less sustainable the more money it burns
4	Aiden Bijak	They would be more careful when buying things as they have to worry about if they can afford it and if it hurts their sustainability rating
5	Christianna Collins	i think it will make the game more challenge
6	Fabian-loan Cretu	If not done too harshly I would say that it would not impact it
7	Alfie Middleton	It will be a funny challege just make it simple to see all of the things you have
8	Monty Rees	I think it will positively impact the player's experience, adds challenge and goals.
9	Rico Canadinhas Canadinhas	I think a currency/economy system would be great to show the player affordable ways to protect our homes and our environment.
10	Aston Gleeson	it is the main thing that allows the player to progress in the game. Limiting the amount of money so that the player can only buy certain things will help alot with testing the player's management skills.
11	Ali Gleeson	Depending on the cost of certain things, like if resources are too expensive it could impact the engagement negatively so be mindful of that!
12	Meekah Allen	I think its a good system to encourage players to care about how they spend their money
13	Jude Cameron	it will add a bit of difficulty
14	Jake Liotta	it will make them more causious to take economic risks which might make them save

The responses paint a positive picture of the economy system's impact on players' experiences. Most respondents see it as a tool to deepen gameplay, adding challenge and strategic decision-making. They believe that managing currency and resources will prompt players to think about their actions' consequences and make careful choices to advance in the game.

Furthermore, some respondents pointed out the opportunity for the economy system to raise awareness about environmental issues and encourage sustainable practices in the game world. However, they also expressed concerns about balancing the economy system to prevent it from frustrating players or diminishing their enjoyment. They stressed the need for careful design and

testing to ensure the system strikes the right balance and delivers a satisfying gameplay experience.

In summary, the feedback underscores the significance of the economy system in engaging players and immersing them in the game. It highlights its potential to positively contribute to the overall experience while emphasizing the importance of careful design and testing to maintain balance and player enjoyment.

ID ↑	Name	Responses
1	Archie Holmes	Maybe some people spend more money quicker than others.
2	Liberty Weller	people spend more money quicker than others
3	Kessan Robertson	I'm not sure.
4	Aiden Bijak	Maybe a deadline or money starts to be lost? meaning the player has to find the most efficient ways to win
5	Christianna Collins	maybe there could be someone stopping you from succeeding
6	Fabian-Ioan Cretu	the durability system I talked about above
7	Alfie Middleton	if youve got the time you could add like natural disasters becuase of the climeate change they get worse if your city isnt green enough and you have to see how your city faces these challenges
8	Monty Rees	might take time to get money
9	Rico Canadinhas Canadinhas	Maybe add an ability to make cities in different countries, like China or England, which could show how different countries are affected in terms of pollution/climate change/
10	Aston Gleeson	as stated in the previous answer, managing the money. There is a possibility that the player can buy something that may not be as beneficial as something else might've been. This will be engaging for the player, and will also teach them about optimizing a city into a thriving metropolis.
11	Ali Gleeson	Needing to look after areas you've already sustained, like keeping them clean and functional. Also, I wanted to say that you did a really good job with the presentation! :)
12	Meekah Allen	There could be a challenge of balancing their money with building new houses.
13	Jude Cameron	money issues, natural disasters
14	Jake Liotta	drought, tornadoes, floods, murder, other natural disasters

The responses outline various challenges players might face when rejuvenating an abandoned city and suggest ways to make these challenges both realistic and captivating. Many suggested that managing finances efficiently is crucial, proposing consequences for overspending or

misusing resources. Time constraints and deadlines, along with the risk of losing money, were also seen as effective ways to create pressure and urgency in the game.

Environmental hurdles like natural disasters and climate change were identified as engaging obstacles for players. Integrating these challenges not only adds depth to the gameplay but also raises awareness about real-world issues such as sustainability and disaster readiness.

Moreover, recommendations to incorporate educational elements, like comparing how different countries tackle environmental problems, can enhance the game's authenticity and provide valuable learning experiences for players.

In summary, the feedback offers valuable insights into potential challenges and strategies to ensure they contribute to a realistic, engaging, and educational gaming experience.

ID ↑	Name	Responses
1	Archie Holmes	City Saviour.
2	Liberty Weller	city saviour
3	Kessan Robertson	its fine.
4	Aiden Bijak	From Wasteland to Wonderland
5	Christianna Collins	not sure
6	Fabian-Ioan Cretu	Salvation to sustainability
7	Alfie Middleton	Super city, clean city, tidy town, green land
8	Monty Rees	City Saver?
9	Rico Canadinhas Canadinhas	Sustainacity (Sustain-a-city)
10	Aston Gleeson	A New Utopia
11	Ali Gleeson	Resurrection? A City's Rebirth? Once upon a time? Flourishing future?
12	Meekah Allen	Horizon Cities.
13	Jude Cameron	not sure
14	Jake Liotta	rebuild metropolis

The responses showcase a wide array of ideas for naming the game, each reflecting various aspects of its concept and themes. Titles like "City Saviour," "City Saver," and "Rebuild Metropolis" directly convey the game's focus on revitalizing and rescuing a city, appealing to players interested in city-building and management.

On the other hand, titles such as "Sustainacity," "A New Utopia," and "Horizon Cities" highlight themes of sustainability, transformation, and envisioning a brighter future for the city. These

names evoke feelings of hope and progress, which may resonate with players intrigued by environmental themes and social change.

While some respondents offered multiple suggestions or expressed uncertainty about naming the game, each idea contributes to the brainstorming process and provides potential inspiration for finding the perfect name.

In summary, the responses offer valuable insights and imaginative suggestions for naming the game, illustrating the diversity of ideas and perspectives among respondents.

I have chosen to name my game "Sustainacity" because it perfectly captures the core idea and mission of the gameplay. The word "Sustainacity" combines "sustain" and "city," highlighting the game's focus on building and managing a city while promoting sustainability. It emphasizes the importance of making environmentally conscious decisions to ensure the long-term health and prosperity of the city. By choosing this name, players immediately understand the game's central theme and the type of experience they can expect, making it an ideal fit for our vision of creating an engaging and educational gameplay experience centred around sustainable urban development.

Game Research

Similar Games

I have researched similar games that my target audience plays that have similar game mechanics and goals of my game. [...]

Stardew Valley

Animal Crossing

Cities: Skylines

Spiderman

Lego Marvel

Idea Generation and Pre-Production

Game Mechanics and Goals

Production

Blueprints and Algorithms

So, what I'm trying to do is create a grid of tiles in my Unreal Engine 5 project. Each tile is represented by an actor, and I want these tiles to be randomly chosen from a set of blueprint classes that derived from a C++ Class I've created.

To accomplish this, I've set up a custom gamemode in C++, where I've attempted to collect all the blueprint classes derived from a specific C++ class into an array called `ABP_Tiles` using a function called `GetDerivedClasses()`. Then, I iterate over the grid, and for each tile position, I randomly select one of these blueprint classes to spawn an actor at that position. I use `TSubclassOf<ABPCPP_Tiles> RandomTile = ABP_Tiles[FMath::RandRange(0, num - 1)];` to get a random blueprint class in the `ABP_Tiles` array, then spawn it in the world using `World->SpawnActor<ABPCPP_Tiles>(RandomTile, Location, Rotation, SpawnParams);`. The problem I'm having is attempting to get the derived classes of the C++ Class `ABPCPP_Tiles`. I tried getting the `UClass` using `ABPCPP_Tiles::StaticClass()`, then Getting the derived classes using `GetDerivedClasses(ABPCPP_Tiles::StaticClass(), DerivedTileBPClasses, false);` but this results in an error saying that `ABPCPP_Tiles` has no member function `::StaticClass()`, I thought maybe casting `ABPCPP_Tiles` to a `UClass` but you cannot cast a `typename` to a class. All I want to do is reference my blueprint classes in an array like `TArray<UBlueprintClass*> BlueprintTiles; GetDerivedClasses<UBlueprintClass*>(ABPCPP_Tiles, BlueprintTiles, false)` or something like that. I'm just not familiar enough with Unreal's functions to find the best approach for what I'm looking after.

Character Design

{Note: mention the 3 characters made by Epic which you can change in the menu}

Evaluation

Play Testing Feedback

Conclusion

Bibliography / Research Links

[https://www.ons.gov.uk/peoplepopulationandcommunity/wellbeing/articles/threequartersofadultsin
greatbritainworryaboutclimatechange/2021-11-05](https://www.ons.gov.uk/peoplepopulationandcommunity/wellbeing/articles/threequartersofadultsin
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