1. Specification of goals

a. What is it?

CityMania is a City simulator. It will mainly be a open-source clone of SimCity 4.

b. Goal

We want a SimCity 4 Clone but both (graphics and simulation) engines being approached in a different way. We want to make this game customizable at all needed levels. The game will be designed as one game, using module (scripts) to function.

Community friendly

The main goal is to make this game fully customizable. This means that the game's community will have the ability to change the game up to core levels. With so many intelligent people out there on the web that have been playing SimCity 4 for years, we should be able to make this game as close to reality as we want. Because that's the main goal of a SIMULATION.

Full 3d!

To give the player a ultimate 3d feeling we can let it design his/her city on any angle he wants, but limited with views from 4 points. This game will use of full 3d models to place, but render the graphics once the player decided to place the object in the desired angle. After the player placed the object, the game will start rendering it as a 2d sprite viewed from the current and other 3 angles on all zoom levels. This will make your city look more unique, but without loss of 'constant' 3d computing all the (heavy) objects.

With this technique we think it will be possible to create a SC4 clone but giving the player the ultimate freedom to design his / her city in a full 3d way. The player still see's his city from 4 angles only with 6 zoom levels. There is no need to change this because we aren't playing a 3d shooter here. We know it would be very cool to walk in your own city and having a 'fps' view, but this takes too much from the CPU and the GPU because every object in the game means something. In a 3d shooter game, for example, trees and homes are just standing there... and that's it. In CityMania trees have specific parameters which influence the surrounding area. Each tree, over and over again. So, even these days.. with heavy computers everywhere, it's still impossible to create so many functional details in a fully 3d environment).

We want to save CPU power for the actual simulation of the game. This means, in short terms:

- Full 3d building freedom ability
- Still limited 4 angled view from points (camera's) with 6 zoom levels

More information about this 2.75D view can be read in the technical overview of the development WIKI.

c. Target Audience

Every human from 9 years old should be able to play this game.
Mainly (ex) SimCity 4 players. Although, many computer games like this target a 'casual' audience, we would like to state here that we will not.

d. Platform

Cross-platform.