

REFERENCES FOR “Atmos-Fear”

“SimCity titles are real-time management and construction simulators. Across most titles, the player (acting as mayor) is given a blank map to begin and must expand the city with the budget provided. As the city matures, the player may be able to add government and other special buildings (such as a mayor's house or courthouse), depending on how large the city is. Proper management of the city requires citizens to be provided with basic utilities (electricity, water and sometimes waste management) along with public services such as health, education, safety, parks and leisure facilities. These are provided by building relevant buildings or infrastructure, with each building covering a circular "range" in its vicinity. Inadequate funding of these services can lead to strikes or even urban decline.”

Wikipedia contributors. (2023a). SimCity. *Wikipedia*. <https://en.wikipedia.org/wiki/SimCity>

“Plague Inc. is a strategy-simulation game in which the player indirectly controls a plague, which has infected patient zero. The player can choose between game modes and pathogens and complete the objective set by the game mode by evolving the plague and adapting to various environments. The goals include, but are not limited to, infecting and killing the world's population with a pathogen, enslaving the world's population with the 'Neurax Worm' or converting the world's population into zombies with the 'Necroa Virus'. However, there is a time pressure to complete the game before humans (the opponent) develop a cure for the plague.”

Wikipedia contributors. (2023b). Plague Inc. *Wikipedia*.

https://en.wikipedia.org/wiki/Plague_Inc.