Theme: Running Out of Space

-World is a grid (varying height?)

-A flood is coming, player needs to provide power to power the shield.

There’s a period before the storm arrives to allow the player to gather resources and build power infrastructure.

As the water level rises, the power required for the shield increases (exponentially? parabolic?)

Different forms of power generation:

-Solar/Wind? (maybe with varying terrain height)

- Coal

- Oil

- Nuclear

Resources:

-Coal (on the ground) (below?)

-Oil (below the ground?)

-Fuel Rods ?

-Water (river?)

Buildings:

Power:

Coal

Oil

Nuclear

Solar

Wind

Hydro

Resource Gathering:

Coal Mine

Oil Pump

Water Pump

Resource Storage:

Warehouse (Coal/nuclear)

Tank (oil/water)

Scenario:

Shelter

Shield Generator