**Scoping Down the Project**

**Proposal**

I thinking that maybe the best move here will be to **remove the income and currency system** from our game. This would remove offline income, factory collection, and the cost for Area unlocks.

**Replacement**

If we were to cut this out without any replacement our game would miss quite an important progression aspect. To keep this progress intact I think that we could allow the players to progress through the game one Area at a time. Upon **completing all of the puzzles in the current area will allow the player to move on into the next area**. There is no star requirement to unlocking the next area and the player will access the town hall after completing a section of the town and unlock the next.

**Rationale**

Generally speaking currency nor income is not a key part of our game, we have tied it into the game hook and progression. However a lot of the required features are not implemented and probably won’t be, things like cosmetics and the idea of upgrades. While I do think if we were to implement all of these features with currency we would produce a better game I think it’s out of scope for us.

**Currency Related Tasks:**

* Income polish
  + UI Displays
  + Animation
  + Player Interaction
* Income curving / balancing
  + Area unlocks
  + Factory income
  + 1-3 Star income balance
* Cosmetics
  + Additional currency options
* Design Premium Currency

As a whole i think this would give us more time **give our game a story**. We can lead the player through our game driven by this new narrative. We can focus on providing mechanics to the player at a reasonable pace and keeping the player attached the game. A dialogue with the major not just to provide a tutorial or guidence for the player, but to build a connection, so the player will want to come back to finish rebuilding the town helping our the citizens of Hamesterdam.