Additional Ideas

**Metagame**

We can introduce a metagame in which a player has their own currency and statistics. A player can spend this currency in-game.

I personally feel that currency should be able to be spent on things that will change or have an impact on the gameplay in some form as opposed to pointless cosmetics, however, we must be further research into our demographic – we may find that our demographic actually likes cosmetic items and so this would be a viable approach to give the player rewards they can spend their currency on.

**Overworld / level select.**

As opposed to a level-select screen, our level select can be merged into an “overworld”, this overworld is also where the metagame is introduced.

Like in “Township”, a player can view their town and see their statistics. They can focus in on specific parts of the town – these could be our individual levels.

For example, the player may run a factory where specific machines are the levels, players must create these machines using the modular tools they have available and this acts as the separate level. For the metagame, in the overworld, players can see what efficiency their factory is running at, how much profit they are producing, how many workers they have, etc.

By doing this we introduce the metagame in a diegetic and seemingly natural way; it is a part of the world and narrative as opposed to being slapped on.

**Mobile and offline income:**

If we create our game for a mobile platform, we could introduce offline income.

Offline income can feed directly into the metagame; currency can be gained offline and this can be based on the optimisation of the players solutions. For example: when the player makes a machine in the factory, the more efficient the machine is, the more money it produces.

The introduces incentive for players to return to the game every day and also introduces an incentive for players further into the game to use their new knowledge and go back to improve older solutions.