Additional Ideas

**Overworld:**

Do we want to introduce an “overworld” into the game which introduces an overlaying narrative and a metagame?

Such as in Township, there is an overworld and you can from here enter more specific parts of the game.

**Mobile and offline income:**

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

In our metagame, the player may have stats or resources (e.g. money). Money could be gained offline and be based on the optimisation of their implementations. (E.g. user has created a production line to create a certain food, this generates revenue while the user is offline, more efficient = more income).

This introduces an incentive for players to return to the game every day and also introduces an incentive for players to further optimise their current implementations.