

**Deliverables:**

A science-fiction themed interactive simulation with an isometric view that allows the player to build buildings and infrastructure for non-player “citizens” to use to pursue their goals driven by artificial intelligence. These citizens gather and refine resources that supply items they need to explore, survive, and exploit the environment. The environment will be filled with procedurally-generated tiles that include enemies, resources, obstacles, and hazards. Destructive events including tornados can happen. These events can damage or destroy infrastructure, enemies, and citizens. User interface text and recorded voice lines will guide the player through the narrative with a motion still cutscene for the introduction and completion scenes.

**Due Dates:**

September - Script/progression design written  
October - Combat mechanic  
November - Purchase mechanic  
December - Narrative implemented in game  
January 2025 - Playable version  
May 2025 - Full version  
April 2025 - Completed version for defense

**Learning Objectives:** Coding practices focused on scalability, Optimization of performance in an densely populated environment, Sequence of UI events to display a narrative, procedure-driven AI that is capable of intelligent decisions

**Grading Criteria:** Grading will be based on the correct application of techniques to overcome technical challenges, the complexity and creativity of gameplay elements, and the overall impression of the final presentation.