**Eminent Domain**

You are a bureaucratic agency tasked with building road infrastructure in populated areas. You must construct a road system that connects all destination points in a level. Your budget is limited, so you must carefully choose which houses to appropriate (destroy to create roads). You may use existing roads to help connect waypoints more cheaply. Adjacent roads form intersections.

The game takes place in a series of increasingly difficult levels. Score is based the money left over at the end of a particular level. Houses and other terrain will be placed in such a way to make completion difficult. In some levels, housing zones will grow in size and new housing will be created in unused tiles (near roads) after the player places a road. Thus, the player may have to adapt their strategy midlevel.

The art will be my own lovingly crafted 2D top-down pixels. The era will be 1960-esque.

The music will be a 1960 documentary on Iowa highways <https://www.youtube.com/watch?v=_MD_WuK1b8E>

The sound effects will be from old Disney cartoons <https://youtu.be/aAVfqooIRd8?t=46s>

Each road tile will cost 10 to build, houses cost 20, 50, or 100 to remove depending on their size.

Other possible additions include building bridges, tunnels, or destroying other terrain like forests.

