

Title: Sims 4 Co-Living System

Overview: The *Co-Living System* introduces a new way for Sims to experience communal living by allowing players to create and manage co-living spaces like dormitories, shared apartments, or even community homes. Sims will now be able to share living spaces with multiple roommates or family units, bringing in dynamics such as shared responsibilities, communal decision-making, and even conflict resolution. This feature would also allow for customizable rules within the household, where Sims can establish guidelines for chores, bills, and social interactions.

Value Statement: Adding this feature would enhance social interactions and provide a fresh take on how Sims live together. It would allow players to create unique household dynamics, whether through college dormitories, multi-family homes, or communal living arrangements. This feature would appeal to players interested in social strategy and managing group dynamics, adding new depth to household management. Additionally, it would add realism to the game by reflecting real-life co-living experiences such as financial collaboration, chore distribution, and the social implications of sharing a home with others.

Solution: The *Co-Living System* would integrate with the existing household mechanics, offering new interactions between roommates and family members. Sims would be able to take on communal responsibilities such as cooking, cleaning, and paying bills together. The system would introduce new gameplay elements such as group decision-making—where Sims vote on household rules or new expenses—and a new "shared goals" feature that encourages roommates to work together toward common objectives, such as saving money or completing renovation projects. It would also introduce roommate-related career advancements, as Sims who master communal living could earn bonuses in careers that involve leadership or teamwork.

Evaluation Statement: The key benefit of the *Co-Living System* would be the enriched social dynamics it offers, giving players more ways to experiment with group interactions and shared living environments. This would encourage creativity and strategy in how players manage multiple Sims in a single household. However, some players may find the added complexity overwhelming, especially those who prefer to control individual Sims' lives without interference from communal rules. To mitigate this, the system could be optional and include customization settings, allowing players to adjust the level of control they have over household dynamics.

This feature would not only add variety and realism to the game but also open up new opportunities for storytelling and challenge-based gameplay, keeping players engaged with new goals and cooperative tasks.