**SkillsBuild City Construction Game**

**Introduction**

This is a game where players construct towns by learning IBM's SkillsBuild courses. After finish learning of different modules, players can construct different types of houses and upgrade them. As the town develops, the prosperity of the town increases. Players can see other players' towns on the game ranking board, which motivates them to learn.

**Town Attributes**

* **Prosperity:** An index to rank Players.
* **Gold:** The artificial currency in this game to construct houses.

How to get gold:

1) By quiz score. After players finish a learning module, they will be rewarded with gold based on their quiz scores. For example, a quiz with 100% correct answers awards 100 gold.

2) By special House. Some types of house can generate gold.

* **Construction Speed:** The time required to construct a house, ranging from level 1 to level 6.

The initial construction speed is 1, taking 24 hours to build each house and 12 hours to upgrade each house. For each level upgrade, construction time is reduced by 4 hours, and upgrade time is reduced by 2 hours. The maximum speed is 6, where it takes 4 hours to build each house and 2 hours to upgrade each house.

**House Settings**

House types need to complete learning modules to unlock. Each house has 3 level, players can spend gold to upgrade house level to get more benefits.

**House Unlocking Condition:**

|  |  |
| --- | --- |
| **House Type** | **Unlocking Condition** |
| Residential Building | / |
| Bank | Finish learning module of Data Science |
| Supermarket | Finish learning module of Security |
| Park | Finish learning module of Cloud |
| Farm | Finish learning module of AI |
| Construction Site | Finish learning module of Engineering |

**House Construction Fee:**

|  |  |  |  |
| --- | --- | --- | --- |
| **House Type** | **Level 1** | **Level 2 (upgrade fee)** | **Level 3 (upgrade fee)** |
| Residential Building | 300 gold | 150 gold | 225 gold |
| Supermarket | 300 gold | 150 gold | 225 gold |
| Bank | 800 gold | 400 gold | 600 gold |
| Farm | 200 gold | 100 gold | 150 gold |
| Construction Site | 300 gold | 150 gold | 225 gold |
| Hospital | 200 gold | 100 gold | 150 gold |

**House Attributes:**

|  |  |  |  |
| --- | --- | --- | --- |
| **House Type** | **Level 1** | **Level 2** | **Level 3** |
| Residential Building | Prosperity +5 | Prosperity +10 | Prosperity +20 |
| Supermarket | Prosperity +2  +100 gold per day | Prosperity +4  +200 gold per day | Prosperity +8  +400 gold per day |
| Bank | Prosperity +5  +300 gold per day | Prosperity +10  +600 gold per day | Prosperity +20  +1200 gold per day |
| Farm | Prosperity +3 | Prosperity +6 | Prosperity +12 |
| Construction Site | Prosperity +1,  Construction speed +1 | Prosperity +2,  Construction speed +1 | Prosperity +4,  Construction speed +1 |
| Hospital | Prosperity +3 | Prosperity +6 | Prosperity +12 |