CSC301 Deliverable 5

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Team #31 Code Connoisseurs
Partner - Project: Human City

Introducing The Partner

Project: Human City

Non-Profit Organization

- Focus on human inequality, social injustice and basic needs
- Initiatives for a more inclusive and equitable world

Their Projects

- Various projects undergoing development simultaneously
- Focused on providing social platforms for people
- Encourages social interaction and city exploration

The Problem

How do we get people to go outside, explore their city, and interact with others?

The Solution

Make a game that rewards people for going out into their city.

City builder game that teaches people about sustainable development.

Pollution, traffic planning, population needs, etc.

Bring real world objects into the game

More About The Game

- Web-based city builder game

- Each user is given a uniquely generated empty world

- Build your city from the ground up

- Collect resources both from inside the game and outside in the real world

- Build buildings of different types

- Manage pollution levels

Features That We Have Implemented

- Server Functionality: login/signup/logout, saving user, inventory, and map information
- Placement System: grid based map that allows users to place and manipulate objects
- Map Generation: randomized maps of fixed size, including bodies of water and nature.
- Utilities System: satisfy your resident's basic needs to increase your population
- Pollution System: maintain a clean environment to prevent people from moving away
- Resource Gathering: after unlocking specific buildings, begin harvesting materials to build new buildings.

Demo