CS 328-01 Semester Project Game Premise

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Pixel City: A Simple City Simulator

Game Overview:

Pixel City is a simple city simulator where the player can create a new city and place down roads, zone residential, commercial, or office space. Based on demand, new buildings will be built in each of these zones. The player will have to balance his/her limited funds and the happiness of the city’s citizens to keep growth and demand high. The feature list for this game is as follows:

1. Place down roads
2. Zone Residential, Commercial, Office around these roads
3. Create a new city
4. Save the current city
5. Load a previous city
6. Place down specialty buildings, such as Fire Stations, Police, etc.
7. Delete any placed map objects
8. Zoom in and out of the map
9. Manage and view current demand
10. View the city’s population
11. Buildings have a random appearance and continue to grow and level up to contain more residents
12. Manage city funds
13. View city happiness
14. Increase/decrease time progression
15. Receive a score based on the level of buildings and overall happiness
16. Full-featured UI allowing for the player to select different tools and dialog boxes.

Targeted Audience:

Anyone who is interested in city simulator games, or who enjoys more of a relaxing and casual gaming experience, will enjoy this game.

Platforms:

This game will be developed to run on the Windows 10 platform. In the future, this game may be brought over to Android as well for a multiplatform release; however, for the timeframe of this class, this is not realistic.

User Experience:

Once the player has opened the game, a start menu comes up with the game’s title, and options to create a new game or load a previous game. When starting a new City, the player provides a title for this new City. The new city is then created and loaded in; the scene is changed to the map. The player can then use the UI to select different tools and place different items such as roads or zoning. During this process, the player must also pay attention to the demand, and zone corresponding buildings to support this demand. And, the player must also create enough city services to keep happiness of the city high so that current buildings can level up faster. When the player is ready to exit the game, they can enter a pause menu and save the game, then exit.