University Simulator

Design Specifications

Skyler Goodell

Brandon Scott

## Summary:

The University Simulator project is an interactive simulation for managing your dream university. The game puts the player into the role of supreme manager over all aspects of their school. Decisions they make can push their institution towards athletic greatness, academic recognition, community influence and more. Ultimate success will be decided by how well they are able to manage their resources and design a campus that will work to inspire their students towards greatness.

# Gameplay Component Overview

Gameplay is the set of actions that the player controls.

Student Selection: Each year the player can set GPA, SAT and various other limitations on enrollment that will affect their next freshman class. With more lenient enrollment rules the more students and the more money you will make that semester. However being more selective may increase the caliber of student you admit which will increase the school reputation.

Campus Design:Players have the power to place buildings, roads, landscaping and art around the campus to create a composite *Campus Score* that effects how their other buildings are able to build up points.

Building Composition: The types of buildings and the classes you offer from within them will change what is taught at your university.

Faculty Funding: Professors, researchers and all the way down to the janitor staff needs funding. By adjusting the funding of projects and faculty you can shift the direction of your university.

# University Reputation Overview

The University Reputation is the score that the player tries to increase through their gameplay actions. It is composed of several different factors outlined below.

Academics: This is the ability of your university to educate your students and the research output of your faculty.

Increased by: Current student population, Building Composition and Faculty Funding

Affects: Corporate sponsorships, new student population

Sports: This is how well the University sports teams perform and the reputation as a sports school.

Increased by: Current student population, Building Composition and Faculty Funding

Affects: Corporate sponsorships, new student population

Arts: The artistic ability of your students and faculty.

Increased by: Current student population, Building Composition and Faculty Funding

Affects: Corporate sponsorships, new student population

School Spirit: This is a discipline-free modifier that helps affect the reputation of your school all around.

Increased by: Building Composition, Faculty Funding

Affects: Current student population

# Development Phases

## Framework

Building of key framework components. After this phase the GUI and game mechanics exist, but without any gameplay.

## Gameplay

Building the gameplay elements. Make the game fully playable from beginning to end.

## Polish and Iteration

Clean up the gameplay elements based on testing. Make the game fun.