

Sprint meeting 3

Meeting date: 14th November 2025

Supervisor: Haoyi Wang

Meeting time : 10 minutes

Progress:

- Added base of game
- Created grid creator function- to be updated later for modular grid creation
- Added a dummy menu screen to simulate game being loaded
- Added initial UI elements
- Added camera controls

Suggestions/questions from supervisor

- Will the game have a BGM (Background music)?
This was not something I initially thought about but in hindsight it is an important part of a game that I missed when thinking about what the game will be. This will be included
- Will the game have set goals?
As of currently, there wasn't set goals, simply a score given to the city as it develops. This is a good suggestion which will be put into place as the game develops
- Will there be a sandbox mode?
Currently this is not in the plans, the focus is on building the core game first, but it will be something I will look into
- What size will the game grid be?
This is something the player chooses when generating a save file, I haven't decided exact sizes of the game yet but the player will choose between "small" "medium" or "Large" or alternatively can input it themselves

Going forward

- In the next sprint I will be focusing on building up the city building aspects of the game to get core functionality in place
- In future, I will look into BGM for the game as this will be a core part of the game
- As a stretch task, a sandbox mode will aim to be added
- How the game will be saved will start to properly be looked into