

National Park Builder Scenario

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The National Park Builder is a game where players will build the almost real natural park! Players will be constantly provided with new challenges. Although the players will have passive daily income, those challenges will serve as an option of gaining more income, which they can use to improve their park. Also, players will be able to make the list of objectives they would like to accomplish in order to develop the park.

“Create Your Park” Scenario

It is obvious that when the player enters the game for the first time he does not have any park to build. So the player needs to create the park by clicking the “Create Park” button in the main menu. Then the player is redirected to the menu that contains several options for the park creation:

Option 1: Choose the area. The area affects the climate, buildings and animals that can be in the park.

Option 2: Select the mode. It can be creative mode or challenge mode. In creative mode, players will be provided with an infinite number of game money, whereas in challenge mode they will need to gain money (They will be provided with a small daily income and in order to make more money, they will need to complete challenges.)

And then the player clicks “Play” and he is redirected to the interactive map of the just created park.

“Interactive Map” Scenario

Here players will be able to navigate over the map of the park that they have built. The map structure will be similar to the “Clash of Clans” game map. It will be possible for the player to move around the map in all directions. However there will be no zoom feature where players can freely zoom in or out in any place. Instead there will be a basic view from above on a fixed height. Tilts and Camera angle changing along with rotations will not be possible as well. Beyond the edges of visible space on the map will be the dark unvisited zone. Buildings will be seen on the map and players will mainly navigate to empty spaces to build such by moving around the map.

“Objectives” Scenario

Players will be able to create the list of objectives that they may follow after. In other words, players will be able to plan further actions. In the main menu players can

click the “add objective” button and then they will be provided with the text field where they will put the objective in plain English. The list of objectives can be observed at any moment by clicking the icon with the book at the upper right corner of the screen. Here is an example of an objectives list:

1. Feed animals.
2. Build a small cafeteria in the park.
3. Complete daily challenges

Players will be able to tick the objective once it is completed and it will disappear from the list.

“Challenge” Scenario

Players will be constantly provided with daily challenges that will be generated by the system. The list of challenges can be accessed at any time via the button with the star icon at the upper right corner of the screen (under objectives button.) There will be two daily challenges to complete and they will be refreshed by the system every day. The completion of the challenge triggers an event that gives some money to the player. Here is an example of the challenges:

1. Make a new building in your park.
2. Play 100 minutes.

“Building” Scenario

Players will be given an opportunity to build any building they wish on the map. In order to build any they will have to:

1. Spend in game currency (price of the building)
2. Select the particular place for that building on the map.

Each building will cover a specific region of (small/medium/large) sizes which will be determined by the amount of space it will occupy.

After playing the substantial amount of time, players will face up to a problem of expansion to a dark undiscovered zone. They will expand past that zone if they buy and put their new building close to that zone. This will trigger a zone discovering and will reveal players a portion of that zone.