**BRAINSTORM**

* Gain money:
  + Housing citizens
    - They pay rent
    - More money based on people satisfaction
  + Build companies
    - Provide long term money
    - More money based on people satisfaction
* Levelling up:
  + XP through:
    - Collecting rent (based on satisfaction)
    - Collecting companies’ profits
    - Finishing a build
  + Unlocks:
    - Buildings
    - Decorations
    - Terrain expansions