# Chronicles of Power Grid Generation

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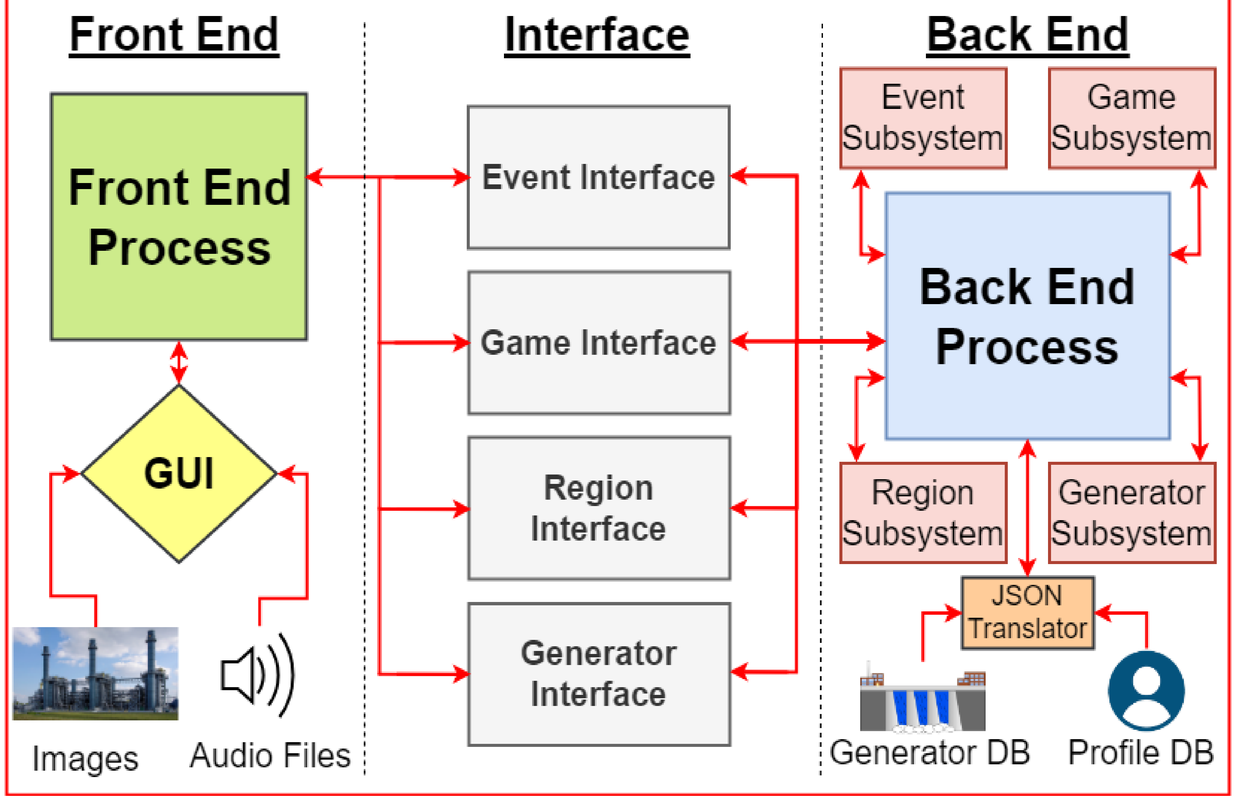
## Problem Statement

**Develop** a fun, educational video game that can teach high school STEM students the history of the United States power grid, by meeting energy demands with different generation sources across time.

## Requirements

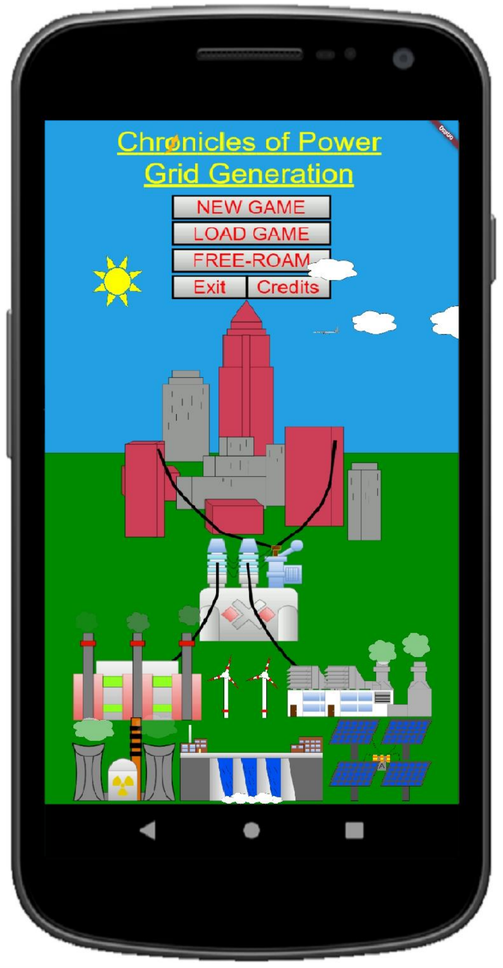
- **Dynamic** player move-set
- **Multiple** generation methods
- **Load** forecasting & matching
- Depict **3** distinct time periods

## Device Architecture

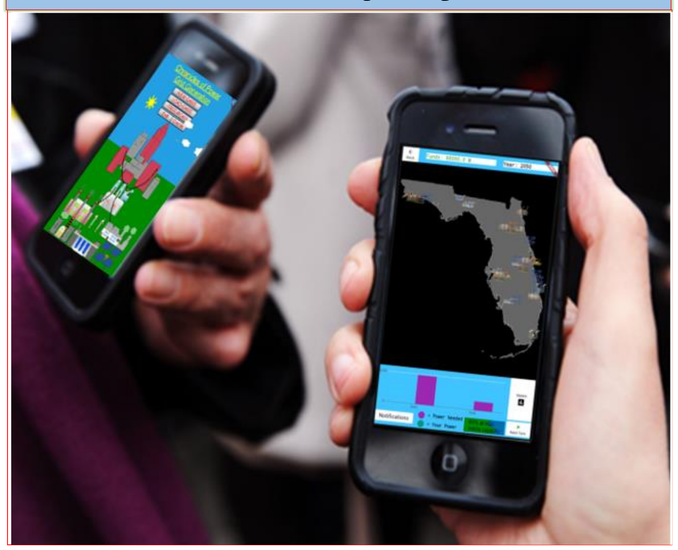



## Software

Flutter Dart




## Gameplay



## Achievements

- **Pan** & zoom
- Intuitive UI design
- **Flexible** frame work
- Player profile creation
- **Random** event system
- Animations and sound
- **Real** world generator data
- Demo tested at high school

## Challenges

- Processing Power
- Scope
- Data Availability


## Future Steps

- Multiplier
- **Reactive** computer A.I.
- New database updates
- **Upkeep** & repair feature
- Expand generator choices