**City Simulation Game**

Overview

We would like you to create a simple city builder game. The game will have the ability to view and upgrade buildings and there is a currency called gold which is used to build and upgrade buildings

Pages required

1. Game Management (home page)

**Items Required**

* 1. Allows cities to be built (if possible allow for multiple cities.)
  2. List all cities that are currently built
  3. Show statistics on each city and the buildings within it. Things to display would be – attributes of each building within a city (built buildings, buildings that are upgrading, upgrade level of each building, etc) and total gold accumulated per city

1. City Management - This page allows you to view and manage your city. Gold is generated here and the ability to upgrade and create buildings is done here as well

**Items Required**

* 1. Currency
     1. Gold is given at a rate of 1 gold per minute
     2. New cities begin with 10 gold right away
  2. Buildings
     1. Cities have 5 default buildings starting at level 0
        1. Town hall
        2. Supermarket
        3. Restaurant
        4. Expo center
        5. Train station
     2. Each building costs 1 gold to build / upgrade
     3. Each building takes 30 seconds to build / upgrade
     4. Only 2 buildings at most can be built / upgraded at a given point in time for the city you are in (throw an error / alert if a user tries to do more)
     5. Buildings enter a queue based on when they were selected for upgrade and complete in order. Once complete the building exits the queue
     6. Buildings should show their current level
     7. If a building is being upgraded / completed, it should have a count down detailing when an upgrade / build will be complete (this can be done dynamically or on page refresh)