

The game is a energy simulator, played from the perspective of an electricity engineer in charge.

You are supposed to choose a politic and make just enough energy for Denmark to not get a blackout. The challenge is to find a balance between making enough energy, but not too much.

The players interaction is rather simple, but it involves taking risks when deciding just how much energy you want to make, another risk is when to build/invest, since it can hurt your trust if you lose all your money.

For further development there can be:

1. A timer, which can give some pressure for the player
2. Random events, which can either help or ruin plans for players
3. A more flexible economic system
4. Difficulty, such as less money from energy
5. If this game is going to a mobile device, a slider can be used instead of manually typing the maount of energy you want to produce a day, this can speed up the turns

There are no sounds in the game currently, some simple considerations could be when building windmills you can hear wind blowing, or other simple sounds, this can however ruin the game experience, since you will get tired of the repetitiveness of the sounds. For music it should be "elevator music", to help the player relax and keep his calm.

The game is build for the Achievers (Bartle type), since you can compete with your friends to see how many turns you need to win the game.

TA:13+ youth and up, people who are interested in some mathematical situation, which is simple in the current state of the game.

Genre: Educational, turn base strategy

Aesthetics: Narrative, Challenge, Submission

Narrative if you really roleplay in the game.

Challenge, the game is not a piece of 'cookie'

Submission, you can easily use this as a fallback game