# SupplyGridz Game System Overview

## 🚀 Setup Instructions

1. Upload project files to your server directory, e.g., /var/www/vhosts/supplygridz.com/  
2. From that directory, run:  
 unzip SupplyGridz\_Alpha\_FULL.zip -d .  
  
3. Create .env files (if missing):  
 .env.dev:  
 ENV=development  
 DEBUG=True  
 POSTGRES\_DB=supplygridz  
 POSTGRES\_USER=admin  
 POSTGRES\_PASSWORD=admin123  
  
 .env.prod:  
 ENV=production  
 DEBUG=False  
 POSTGRES\_DB=supplygridz  
 POSTGRES\_USER=admin  
 POSTGRES\_PASSWORD=admin123  
  
4. Start the development stack:  
 docker compose --env-file .env.dev up --build  
  
5. Create superuser for backend:  
 docker compose exec backend python manage.py createsuperuser

## 🧠 Core Features Discussed

• Player account system with login/logout (non-Auth0 for now)

• Leaflet map with OpenStreetMap tiles (no internal tile server)

• Admin dashboard with full contract/vehicle management

• Dynamic contract generator based on OSM commercial keywords (planned)

• NPC vehicles simulated with logic for cargo, speed, fuel, etc.

• Players earn money from deliveries and pay for fuel, repairs, insurance

• Vehicle customization system: engines, tanks, brakes, etc.

• Admin map view with filters by player, clickable vehicles with info and gear icon actions

• Admin-triggered events: traffic stops, inspections, breakdowns

• Admins can toggle to play as law enforcement and spawn police units

• Game logic to simulate speed violations and condition-based penalties

• Random police spawns with higher density in populated OSM-tagged areas

• Future consideration for elevation and weather overlays (optional)

• Support for dev and prod branches in Git with .env switching

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