# Citybuilding gameplay

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# Gameplay Synopsis

City building is a social game that takes part online through a web browser. The players acquire land and develop it through choices and priorities they make during playtime. Starting at a very primitive level, land can be developed to the point where they become advanced cities that are part of intergalactic multiplayer empires. Gameplay revolves around growth and advancement of the population, economy, area, military power and culture of a city where it may not necessarily be the wisest choice to go for success in all these areas.

A city may join, or be conquered by, a nation, thus enabling its owner (player) to take part in national politics. When part of a nation, the player may take part in making decisions regarding defensive forces and placement of national infrastructure, like an army base or a national bank. More on this in the nations design document.

# City Building Development Flow

As a city grows it will go through several phases with several and increasingly complex criteria for advancing to the next level. This part of the document is to be a complete description of all phases and the criteria for advancing to the next level. A detailed description of player actions will be described in another section.

TTC = Time To Complete

## Farm/Basic land

When the player first enters the game, resources are limited, and the game is in a singleplayer state. This is to be considered a basic tutorial level. Land that is abandoned at this stage never enters the multiplayer world. The population in such land must be self-sufficient, meaning that the player must make sure they produce enough food to supply themselves.

* TTC = 1hr or less
* Singleplayer state
  + Not yet part of the multiplayer world
* Only food production available
* First research steps available

**Player interactions**

* Build farm
* Research / change research

**Next Level (Town)**

* Player must have a population above X
* Research X must be satisfied
* Food must be produced in a surplus of X

## Town

When the player has a minimum population and a surplus of food, he may start developing industry. Such industry must initially be based on resources within the land the player owns. At this level, a player may start trading his surplus food with adjacent territories and start a mining or lumber industry.

* Player may sell or buy food to adjacent territories(other players)
  + Now part of the multiplayer world.
* Start primary industries such as mining or lumber.
  + Lumber stone and metals are used for tools and building houses.
  + Build a secondary industry when necessary resources are acquired in surplus and a large enough population are present

**Player interactions**

* Buildings available
  + Farm
  + Industry complex
    - Mine
    - Lumber mill
  + Town buildings
    - Town hall
    - Sheriffs’ office
* Research / change research
  + Research options

**Next Level (Large Town)**

* Player must have a population above X
* Research X must be satisfied
* Food must be produced in a surplus of X
* Primary Industry must produce a surplus of X
* Secondary industry must be established

## Large Town

When the player has established a secondary industry, new options are made available. At this point, the player is presented with some new dilemmas and should focus primarily on making an effective city. Crime will become a problem at this point, and an internal political structure will be required as well as infrastructure. At this point, the player can join a larger political structure, county and cooperate with other players in ruling a larger part of the land.

* Infrastructure is now important
* Crime will become a problem if unattended over time
* A way to rule the land must be employed.

**Player interactions**

* Buildings available
  + Farm
  + Industry complex
    - Mine
    - Lumber mill
    - Wood industry
    - Metal industry
  + Town buildings
    - Town hall
    - Sheriffs’ office
    - Trading office
  + Local infrastructure
    - Roads (options depends on research and industry)
    - Railroad (options depends on research and industry)
* Research / change research
  + Expanded research options
* Singleplayer mission
  + Sheriff position
  + Bounty hunter mission
* Political implication
  + The town may now become part of a county

**Next Level (Suburb)**

* Crime must be below X
* Population level must be above X
* There must be X level of infrastructure
* Town hall must be present
* The player must join or form a county with another player