Simcity per planet

“Leaderboard”:

Possibility to visit the planets of other people.

SCORE:

Habitability?

Wildlife amount?

Types of ways to get score:

Build villages, mines, generators, powerplants, windmills, cities, get rid of forest fires. Rebuild cities harmed by natural disasters.

Types of ways to lose score:

Natural disasters, killing cute animals, too much CO2 in the , radiation.

RESET = NUKE BUTTON

**Premise:**

Customize spaceship and fly endlessly into the void, slowly losing sanity. Losing resources. You see life slipping away. Fred, the dog you brought with you passed away yesterday. You don’t know what to do. You step into the airlock for the last time. “It’s time to join Fred” you said to yourself.

Spaceship parts make it fly differently

**Goal:**

INSPIRE CHILDREN TO GO TO SPACE and awareness about space trash

**User journey:**

Build rocket

Avoid asteroids/space trash

Reach cool planet

Look around

SWOT(do you mean):

* S
  + Allows for creativity
  + Avoiding asteroids allows for a challenge
  + Allows for all player types and age groups
* W
  + Could easily be too repetitive (EXPLAIN GOAL)
  + Doesn’t allow for multiple people to play at the same time (aka a queue will build up)
* O
  + Can be mobile app, web app
  + Allows for upgrading to the game aka more parts or enemies
* T
  + Can probably find similar games on the app store.

Buttons

One to blast the left engine, one to blast right engine. Think the game asteroids as in gravity/no friction

Age dependent

Child: point and click

Teenager/adult: buttons to blast individual engine

(in the corners, so that the rest of the screen is visible)

AB TESTING

OR

🡪Two rotate button, one forward button 🡨