**EcoMechanica Project Definition Document:**

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* **Project Name:EcoMechanica**
* **Project Summary: EcoMecanica** is a single-player, strategy-based resource management game where players build production lines to manufacture goods while balancing environmental impact. Players construct processing buildings to refine raw materials, craft products using recipes, and utilize them for research or profit. Industrial activity generates pollution, but strategically placed purifier buildings mitigate environmental damage, maintaining ecological equilibrium.

The core challenge lies in expanding production chains to research and manufacture advanced goods *without* overwhelming the environment. A dedicated Research Building unlocks new recipes when specific items are delivered in sufficient quantities, while surplus goods are automatically sold for income. Combining resource optimization, production efficiency, and pollution control, *EcoMecanica* offers a thoughtful experience centered on sustainable planning and industrial growth.

* **Objectives:** Our goal is to take inspiration from Factorio, refine it with fresh mechanics and streamlined design, and deliver a more approachable experience—all while promoting environmental awareness.
* **Scope:** In this game, you'll dive into a base-building strategy experience focused entirely on managing and expanding your industrial complex—but with a twist. Unlike traditional RTS games, you won’t control a character or hero, and the game is strictly single-player, emphasizing deep, thoughtful planning over multiplayer competition.
* **Target Audience:** *The game is designed to appeal to learners across age groups, from schoolchildren to university-level youth.*
* **Key Features:** 
  + **1) Building Factories**
  + **2) Moving Around Map**
  + **3) Researching Technologies**
  + **4) Constructing Conveyor Belts**
  + **5) Designing Factories**
* **Deliverables: A base building game**
* **Project Success Criteria:**
  + %70 of users will find this game enjoyable
  + The game works without big breaking bugs
  + User retention rate after the first play session will be at least %50.

Task Matrix

|  |  |  |  |
| --- | --- | --- | --- |
|  | Debating about scope | Debating about Target Audience | Debating about Key Features |
| Umut Baran Boztaş | X | X | X |
| Mehmet Efe Palaz | X | X | X |
| Mehmet Fatih Akay | X | X | X |
| Kaan Behzetoğlu | X | X | X |
| Efe Selim Sürekli | X | X | X |