

Designer Story:

Our aim as a team is to build a single-player game that allows users to build their own campus. For the first iteration, we decided to keep things simple, focusing primarily on implementing what was required for the first iteration of the game according to the product brief.

When the game starts, background music is played, a menu displays a clock and the options available to the player. The player is able to select a building from the menu buttons and place it on the map. In future iterations, we intend to introduce triggered events, a win condition, and customizable paths.

