2D RPG

It is a Role Playing Game, where the main character, played by the player, has the dream of becoming mayor of the great and noble city of Oregonia. To accomplish this goal, they must complete a series of quests to win the hearts and minds of the people and secure the mayoral post.

Different quests involve things we learn from the research. For example, a building might not be getting adequate water. After talking with the building owner, the player must go and talk with the manager at the local water facilities company. The manager would then say that there is a leak in some piping, but all of his employees are on strike or something. You could either then go talk with the striking workers, or go fix the pipe yourself. You would be able to fix the pipe, or you might have to work on your plumbing skills. Once the pipe is fixed, the manager would give you something (money?) and then the building owner would like you, and agree to put up a poster for your campaign in the building. Or, if you talked with the striking workers, you could persuade them (speech skill) or work with them. If you are able to help them out, then you might get their union to endorse you candidacy.

Possible assortment of skills: Speech, Plumbing, Electrical, Green Thumb, etc.

When performing a non-trival task, a mini game could appear. For example, fixing a water pipe, or maybe even having to re-design a system for better water management, a mini game could appear. The mini game could be tower defense or even a simple game where you have to put things in the correct order to minimize money and maximize efficiency.