

CityClick

The Travelling Dogs

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Value Proposition

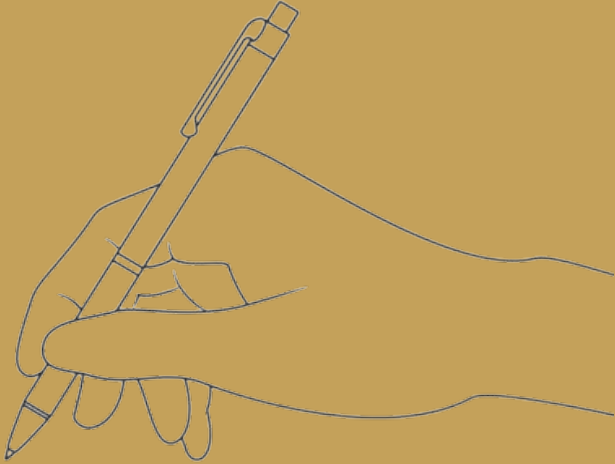
Grow and Maintain Your Own City

- ❑ *The CityClick is simulating production and consumption patterns and describes the 12th goal of UN.*
- ❑ *Players have to gather resources and prevent city from bankrupting for as long as possible*

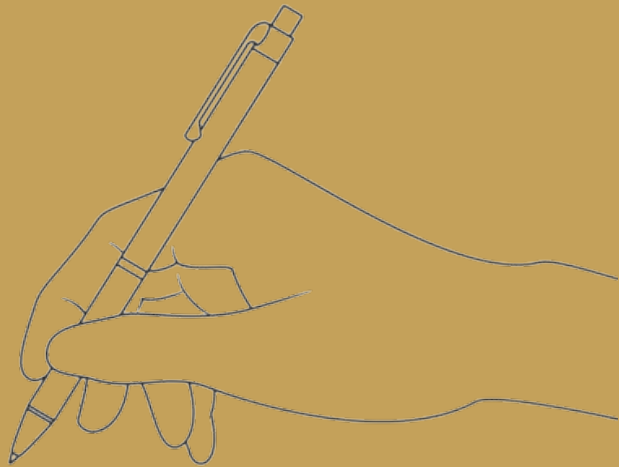


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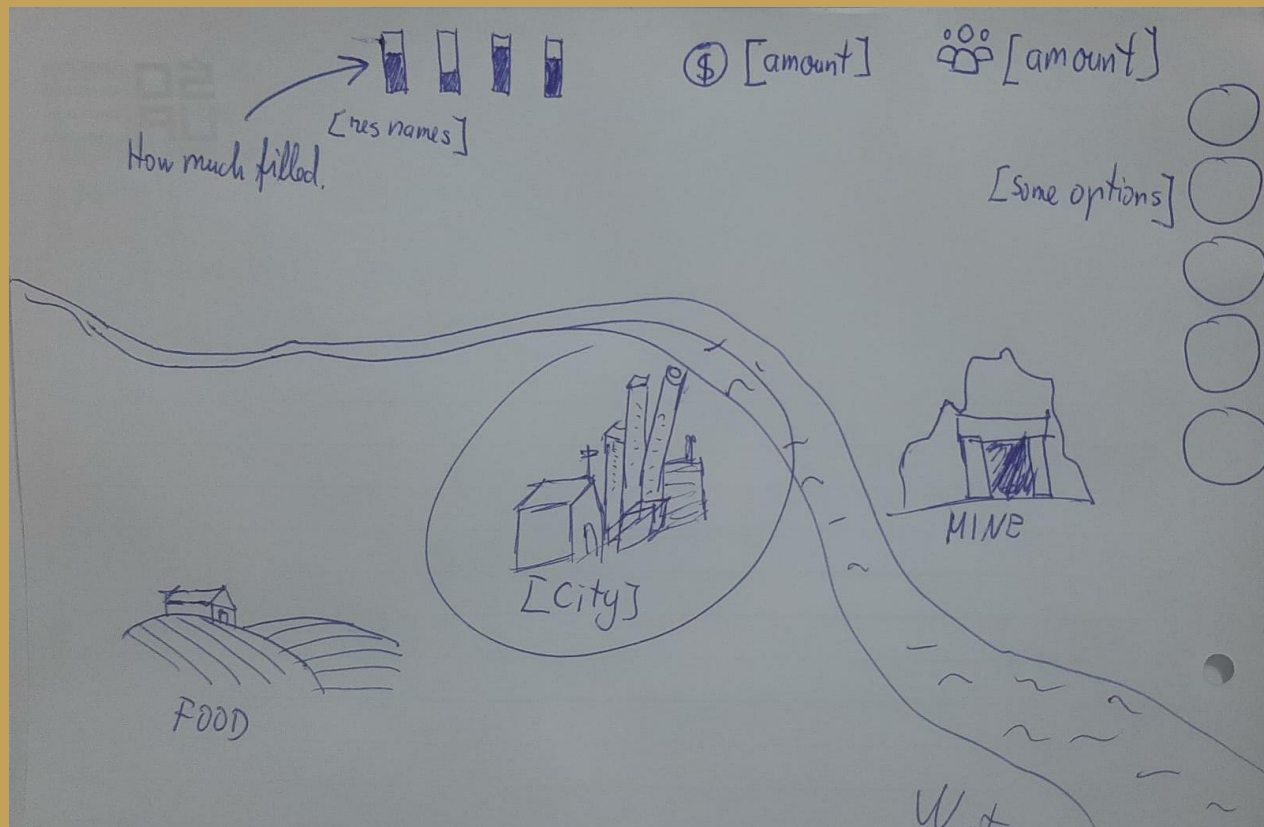
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Sketches



UI Sketching



Farm
+ Food

Residential Area
+100 Production

Park
+20% Productivity
-100 Pollution
(to near cells)

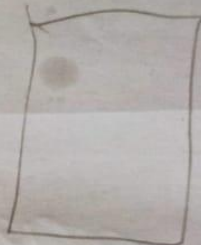
University
+200% Production
All cells
-800 Energy
-300 Cost
-100 Production?

Coal Generator
+ Produce Energy
-100 Cost
Pollution Radiates

Solar Energy
+100 Energy

Residential Area
+100 Production to all
-100 Energy

Market
+100 Profit
+50% Productivity
-100 Food?

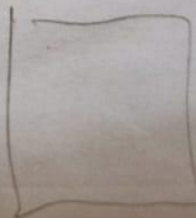


Factory
+ Food
-100 Energy
Pollution radiates



Penthouse Apartments
+200 Production
-200 Energy
(+50% if near water)

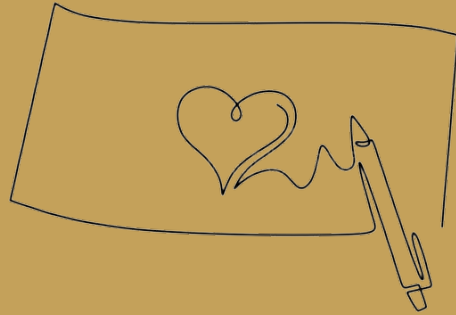
Port
+100 Food
+100 Profit
(if near water)



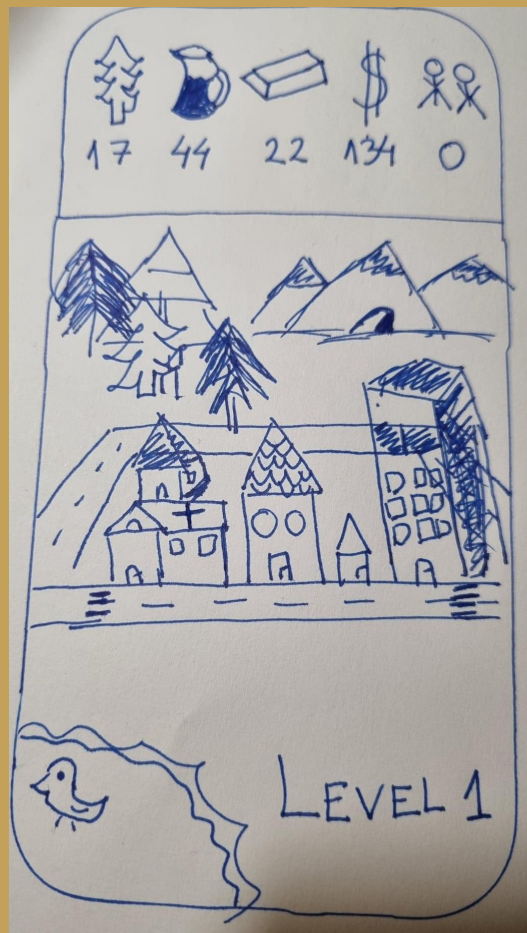
Water cooler Energy

WATER

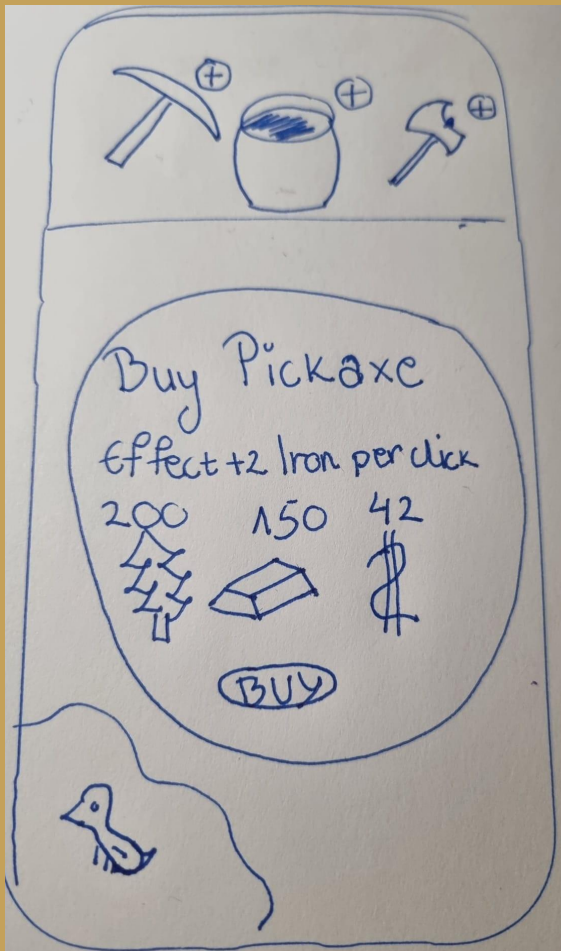
Paper Prototype



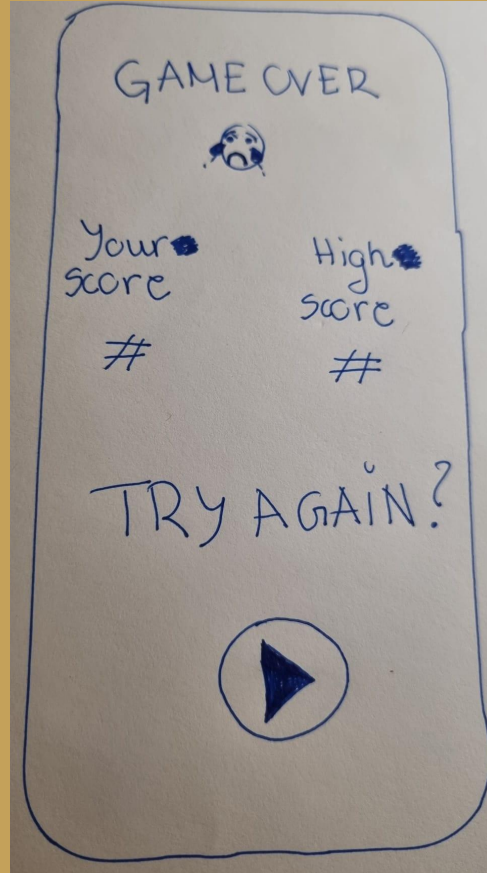
Paper Prototype



Paper Prototype



Paper Prototype



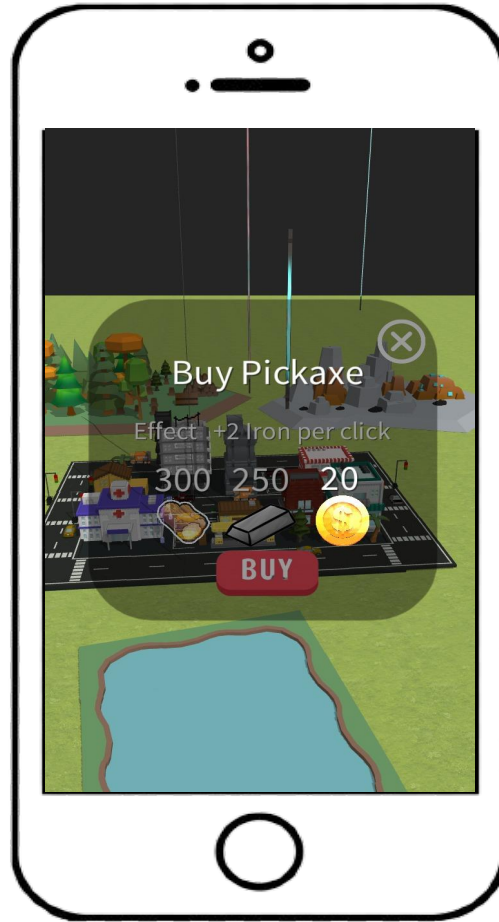
The Game

- Player starts the game with one city and three different resource fields.



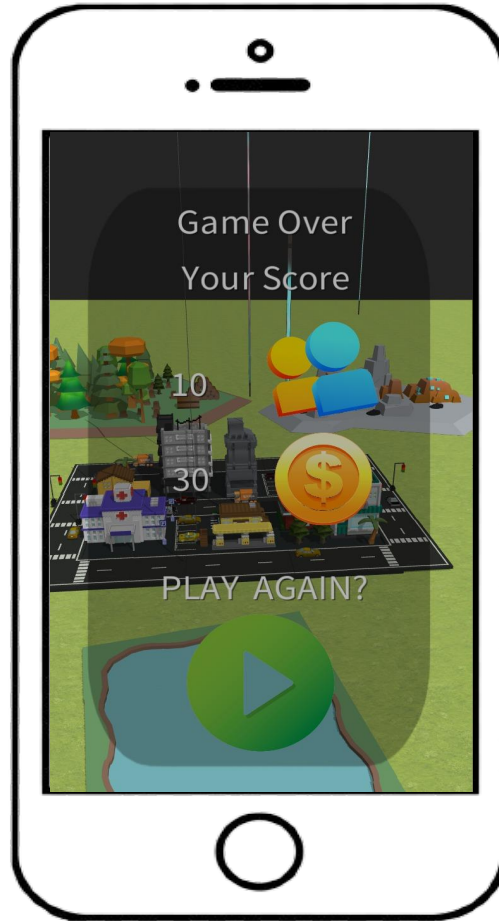
- City periodically increases resource consumption.
- After certain goal is met, the level increases and the city starts consuming more resources.

The Game







Users may use resources and gold to buy tools to increase active production.

The Game



- Game ends when any type of resources is not sufficient at city warehouse.

Game Testing - Methodology

-  *Target Group consisted of three people ranged from 18 to 24 years.*
-  *We presented them with a short introduction of the game, explained the testing goal and demonstrated Them the gameplay.*
-  *Each participant was asked to play through until they lost.*
-  *At the end of the testing we asked them to grade the game, and to tell us what could be improved.*

Game Testing - Leaned/Improved

<i>Learned</i>	<i>Improved</i>
<i>Of complaints about speed of resource consumption.</i>	<i>Adjusted the resource consumption, and gold and population growth.</i>
<i>Of bugs in the score addition with item buy functionality.</i>	<i>Hard-coded some of these features.</i>
<i>Of complaints about complicated UI understanding.</i>	<i>Improved resource monitors and icons.</i>

Prototype Overview

Trade-off

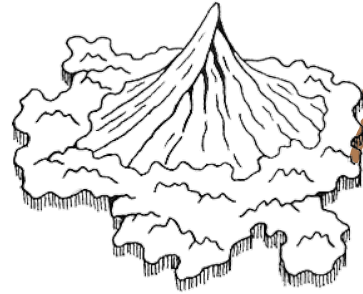
We had to exclude some functionalities and the number of objects, due to the limitations of the builder and time restrictions.

Limitations

Buildbox was very limiting in the game templates and tutorials offered, plus some limitations to maintain information and manipulate complicated conditions.

Hard coded features:

Resources have a predefined logic to them instead of recursively reacting to newly add assets.



*THANK YOU
FOR YOUR ATTENTION*



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