IW 2021

Confetti / NTU Sustainability Jam

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Game Concept –

The game concept is that you play as a mayor of a small town suffering from severe pollution problems; your goal is to improve its infrastructure and make it the county's greenest village.

Team Roles –

Name	Role
Leon J Plum	Team Leader & Designer
Nathan Johnson	3D Asset Production
Paddy Allen	Programmer
Rowan Dalton	Designer & Programmer
Hanna Gokani	Sustainability Advisor & 3D Asset Production
Harry Scarisbrick-Dixon	3D Asset Production and Audio
Dan Bedwell	Sustainability Advisor

Influences -

Animal Crossing -

Nintendo's Animal Crossing is the main inspiration for this project's aesthetics with the curved "small world" like environment and "green" rural vibes.

MySims -

MySims by Electronic Arts is one of the core inspirations for this game, with its visual style and resource collection to building construction.

SimCity -

SimCity by Electronic Arts holds vital inspiration for the game mechanics as you are trying to build and improve the city, making it an icon in sustainable energy.

The World -

Greentown is a town located away from the big cities, and due to it not being tied to the main infrastructure, the environmental footprint is significantly below standards. Since the UN will hold an event at Greentown, the town's administration will make a hard push in improving the city.

Core Gameplay Mechanics -

Building Mechanic -

The player will find scrap around the world that can be spent on creating new buildings or upgrading them. Each building will base an energy efficiency rating that can be improved with the many possible upgrades; a higher efficiency rating will increase the player's score and decrease the city's overall carbon footprint.

Types of Buildings and Facilities

- Housing - Lowers sustainable energy levels but gives the player income making it easier for the player to build more expensive buildings.
- Solar Panel Farm - Using the sun's power, solar energy is one of the most popular green renewable energy forms. This upgrade can be attached to houses to convert the electricity into green energy.
- Wind Turbine - With the assistance of gusts of winds, these futuristic windmills will generate energy for the town.

Harvesting -

To get resources to spend on these new buildings and upgrades, the player will need to find scrap of various sizes and break them down into core components using a multipurpose tool. These core components are as followed:

1. Wood
2. Metal
3. Plastic
4. Stone
5. Glass

These components can then be used in conjunction with each other to craft new buildings and upgrades such as but not limited too Solar Panels, Doubling Glazing and Insulation.

Money -

To gain new buildings and upgrade them, you will need to spend money on building the facilities. Money can be found around the city, and any building/facility you create will also generate income for you to continue developing the city.

- Gold Coins are worth 100
- Silver Coins are worth 50
- Bronze Coins are worth 25

Secondary Mechanics -

Green Spaces -

The player can plant trees to lower the overall carbon footprint of the city. As the player reduces the city overall carbon footprint, animals' start to appear, and the city's general smokiness will decrease.

Narrative -

The Mayor has appointed Jeremy Bearimy as the new Councillor of Climate Change on City Council before hosting the upcoming UN Climate Change Conference.

The player tasked with cleaning up the city by planting trees & flowers, increasing the city's energy efficiency, and reducing its energy demand and constructing new green buildings.