

INCREMENTALIZE IT!

A SIGUS INCREMENTAL HOUSING GAME

© 2010 CHRIS MALCOLM + SIGUS

THE PLAYERS

-This game is intended to be played by not only the homeowner, but the designer as well. The person expanding their house can benefit just as much as the person deciding on policy and designing projects.

GAME OBJECTIVE

-The point of this game is to educate the players of the game about the implications of incremental housing. This would cover how it works and what are some aspects to keep in mind when making decisions. Such aspects would be where to put one's house, how to expand one's house, what materials one should use, etc.

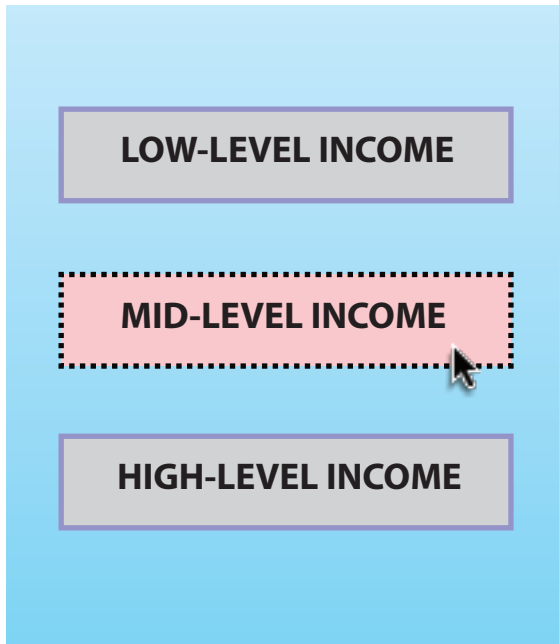
GAME SEQUENCE

1. Players choose the income level** they would like to start the game off at which each have a set number of "credits" to play the game with. These "credits" translate to monetary value to buy materials. This influences lot size, location, etc. based on what one can afford.
2. Player then begins by picking lot location, materials to build with, and starts to expand their house. Throughout the game, user is given tips on how they can improve on their actions within the game, and the positives and negatives of their decisions.
3. A "points" system runs on the backend to determine how user is performing. At end, based on results, user will be rewarded with more "credits" to expand further, told to start over (if one does extremely poor), or the game will simply end with a corresponding narrative (ex. a company wants to buy your property, your house increased the land value, etc).

** (Alternatively, user may be able to use actual income they receive when game becomes more specific).

PRE-GAME: GETTING STARTED

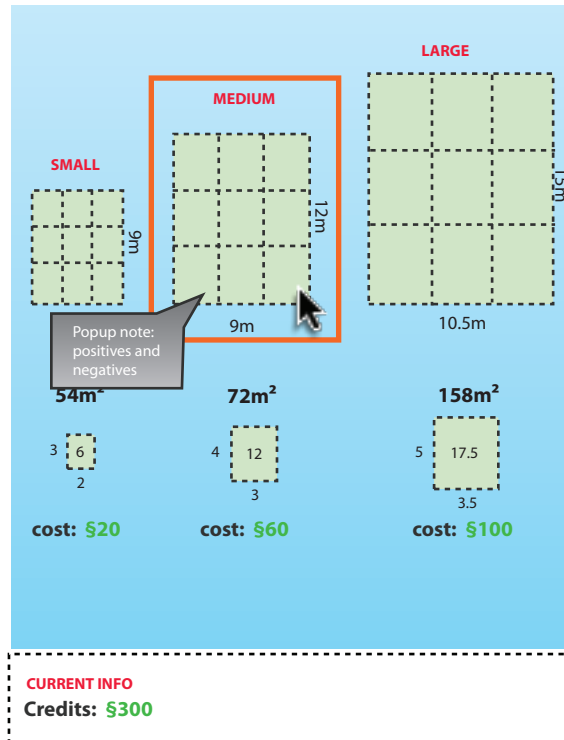
Step 1: Pick income level



-User should be able to choose from a selection of 3 different income levels (low, mid, high), each come with their own set of "credits".

-These "credits" translate to monetary value to buy materials. This influences lot size, location, etc. based on what one can afford.

Step 2: Pick lot size



-User should be able to choose from a selection of 3 lot sizes (small, medium, big). This is related to income affordability .

--Rolling over each lot, users should be informed on the positive and negative implications of choosing that lot size (based on income, public "eye", etc)

- Each lot size has its own "price" or credit value. Choosing a larger one thus deducts more from user's "credits". Based on income, this may be a wise or poor choice which in turn will affect the "points" total.

Step 3: SIGUS Store



Welcome to the SIGUS store!

Item Price

Kitchen	\$50	BUY
Bathroom	\$50	BUY
Wall x4	\$10	BUY
Window x2	\$10	BUY
Door x1	\$10	BUY

Popup note: explains what is in this starter pack.

CURRENT INFO
Credits: **\$300**

STATS
Bought starter...
Bought Door...-\$10

INVENTORY
Doors: 1
Windows: 2
Bathroom: 1
Kitchen: 1
Walls: 4

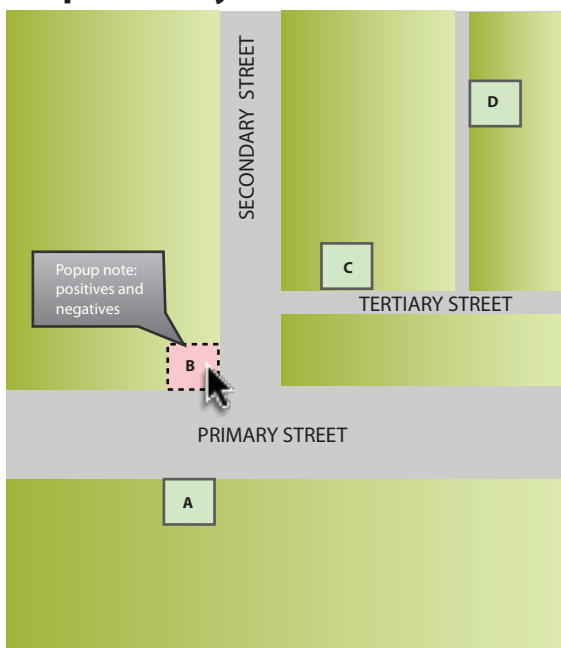
-User is introduced to the Sigus store to pick up their first building supplies. Credits can be used to purchase more walls, rooms, etc.

-User can return to the SIGUS store at anytime!

-Inventory shows what user has to build with

**Note: Relative prices will be used to keep the game general.

Step 4: Pick your site



SECONDARY STREET

TERTIARY STREET

PRIMARY STREET

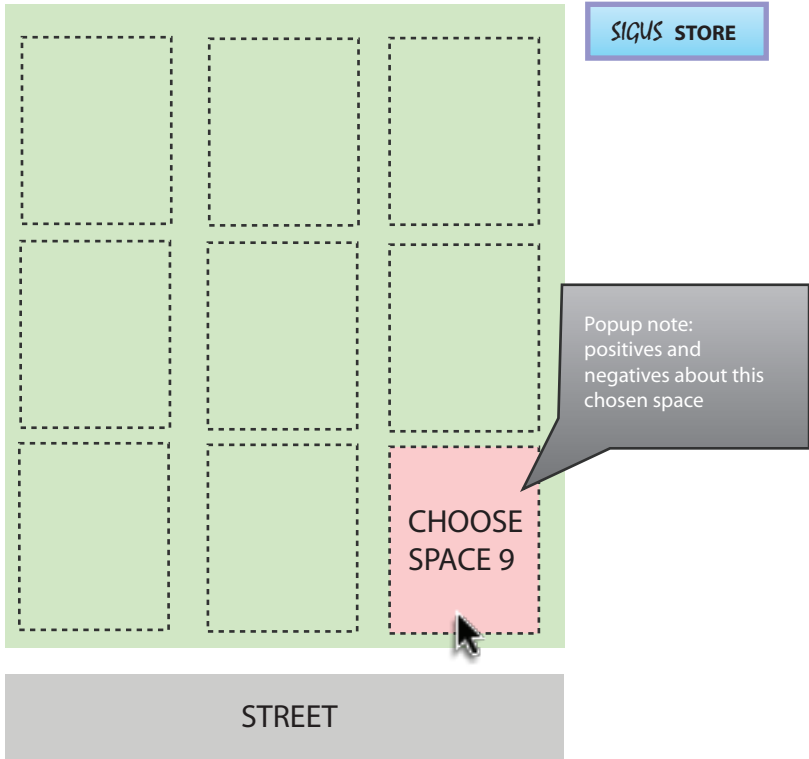
Popup note: positives and negatives

-User should be able to choose from a selection (in this case 4) of sites in relation to a primary street, secondary, or tertiary.

-Rolling over each space, users should be informed on the positive and negative implications of choosing that site. (Public view, price, expansion possibilities, store-fronts)

-Site cost related to area and location factors. Primary - 10x, Secondary - 5x, T - 2x, and F - 1x

Step 5: Pick intial location on lot

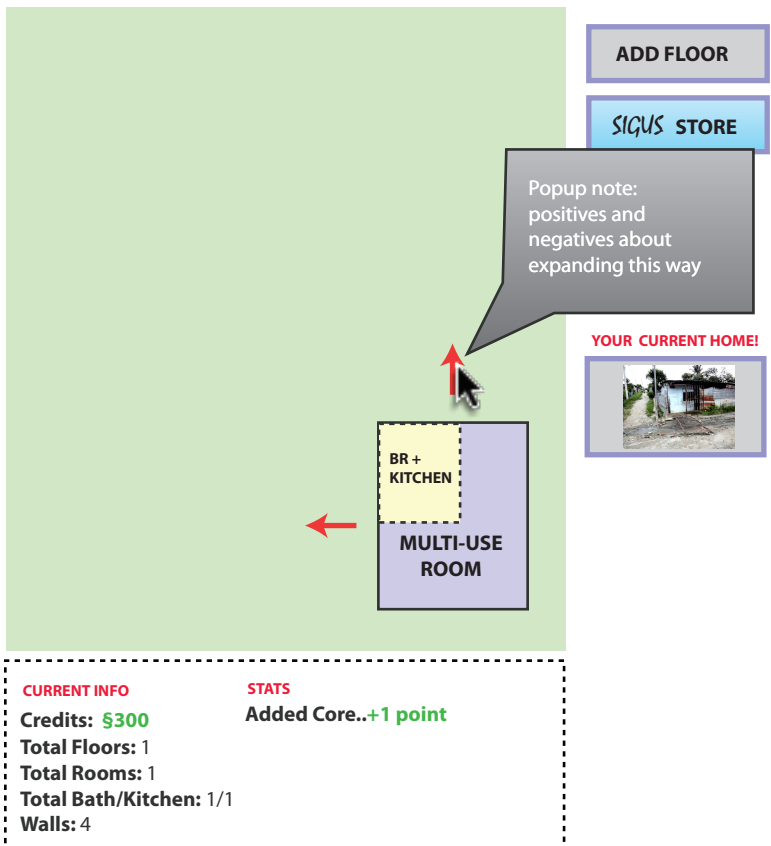


-User should be able to choose from a selection (in this case 9) of locations for their starter core.

-Users can click the "store" button to buy more materials if needed.

-Rolling over each space, users will be informed on the positive and negative implications of choosing that site. (Public view, party walls, expansion possibilities, etc)

Step 6: Choose location to expand



-Stats and Current info data will track progress.

-Option of adding a floor should also be present

-Rolling over each arrow, users should be informed on the positive and negative implications of choosing that site. (public view, party walls, expansion possibilities, etc)

Step 7: What to expand

Choose expansion type:

- ROOM
- BR + KITCHEN

FLOOR 1

ADD FLOOR

Room Size Options:

- 100 x 100
- 200 x 100
- 300 x 100

Modifications

- remove wall -1
- add door +1/2
- keep wall +0

Popup note: positives and negatives

CURRENT INFO

Credits: \$300
Total Floors: 1
Total Rooms: 1
Total Bath/Kitchen: 1/1
Walls: 4

STATS

Added Core..+1 point

-Expansion options determined from items in inventory

-Once an option is chosen, user can choose size of room.

-Rolling over each option, users should be informed on the positive and negative implications of choosing that site. (New walls, removing a wall, adding a door, cost, etc)

-Users should be able to choose how the existing core will be modified.

-Stats will then be updated

Step 8: Continue

FLOOR 1

ADD FLOOR

SIGUS STORE

YOUR CURRENT HOME!

Popup note: think about a new floor!

CURRENT INFO

Credits: \$300
Total Floors: 1
Total Rooms: 2
Total Bath/Kitchen: 1/1
Walls: 7

STATS

Added Core..+1 point
Added Room..+1 point
Added Door..+1/2 point
total: 3.5 pts

-At some point, second floor suggestion should be made

-User should continue expanding until runs out of money, satisfied, or reaches a developed second floor.

-If they do well, they can be rewarded with more credits.

Some thoughts,
UI does not have to be top down. It can be isometric, 3d, etc. this is just to show what we're thinking. Interface can also be drag/drop out of a library or list of expandable units. This is a basic idea right now.

INCREMENTALIZE IT!

© 2010 CHRIS MALCOLM + SIGUS

Step 9: Results

Here your your results:

YOUR HOME!



Total Floors: 3
Total Rooms: 6
Total Utilities: 2
Walls: 14

Congratulations, you did great!

DETAILS:

Added Core...+1 point
 Bad Location...-1 point
 Added Room...+1 point
 Expanded to storefront...+1 point
 Removed walls...-1/2 point

-End results shows example of what home would look like. Also shows details of how user did and a message based on point system.

-Messages can be various things like (positive feedback, negative feedback, commercial company wants to buy you out, public persona increased, etc.) [Based on points]

-Tells the user how they can improve.

Still need to be developed:
 Actual list of materials and their values.
 Point system actions and their corresponding values.

Materials

Item	Price
Kitchen	\$50
Bathroom	\$50
Wall	\$10
Window	\$10
Door	\$10
Lot (small)	\$50
Lot (medium)	\$50
Lot (large)	\$50
Site A	\$50
Site B	\$50
Site C	\$50
Site D	\$50

Point System

Action	Point Value
Added Core...	+1 point
Bad Location...	-1 point
Added Room...	+1 point
Expanded to storefront...	+1 point
Removed walls...	-1/2 point

Still need to be developed:
List of Narratives and points that determine them.

Resulting Narratives

Resultant message

Point range that return this message

Reward in credits?

Still need to be developed:
Random occurrences that affect users credit or points

Random occurrences:

Occurrence

Effect

Lost Job

Pay Increase

New Family member