SimCity Judging 2016-2017

Virtual City Slide Show

This presentation

- Part 1 (through slide 48)
  - Virtual City slideshow deliverable and judging
    - Overview
    - Deliverable template and rules
    - Rubric
    - Judging – details and explanations

- Part 2 (slide 48-75)
  - Sample screenshots and interpretations
    - For those not as familiar with SimCity

Changes to the SimCity deliverable

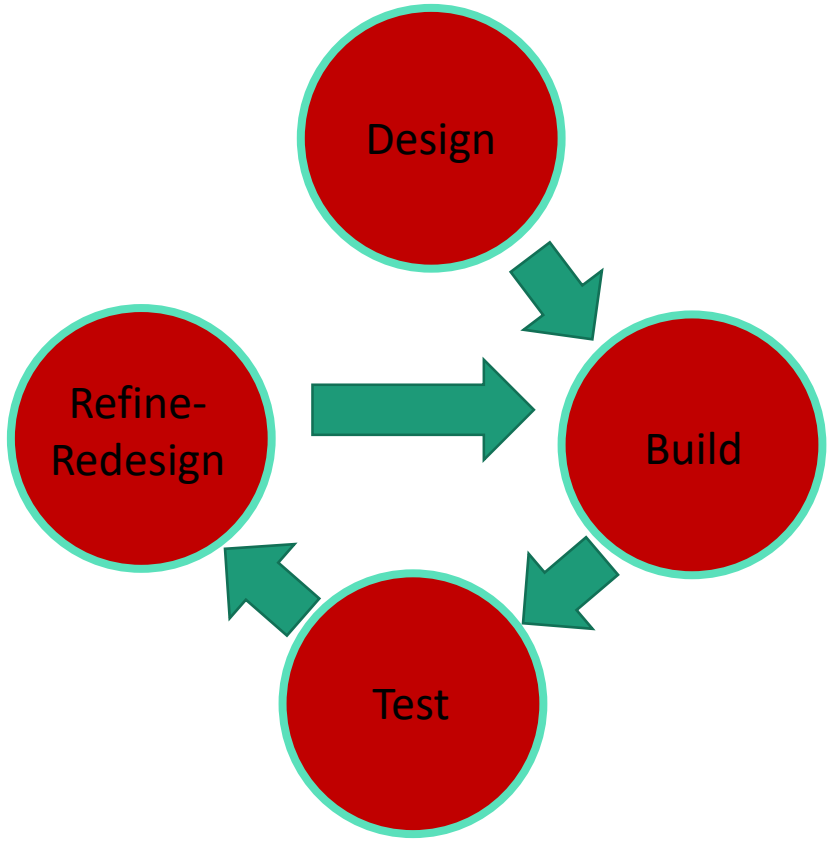
- (2016) Changed from SimCity file to slide show
  - Students loved playing the game, BUT
    - Teachers didn't understand it well
    - It was difficult for some groups to meet the requirements of the old rubric
    - Schools had a lot of trouble installing and running SimCity on school computers
      - Teachers had a lot of trouble locating and uploading the correct file for judging
      - Judges had trouble accessing city files that used special features
    - There was not a clear link between SimCity and the rest of the project
- (2017) Simplified and shortened the slide show
  - Teachers complained it required too much effort/time
  - Shortened slide show to report progress at two points rather than 3

Virtual City Slide Show Deliverable

- Purpose:
  - Have the team use SimCity as a learning tool – as a simulator
  - Working toward city goals
  - Assessing progress
  - Refining design and re-testing
- Ties this phase directly to the Engineering Design Process
- Emphasizes the learning process and not just the end result

Engineering Design Process

Design – Build – Test – Refine/Redesign



Virtual City Slide Show Deliverable

- Deliverable is a slide show, not a SimCity file
- Slide show documents progress in the Virtual City development
- Judges will be evaluating how well the team responds to the simulation output
  - Refining and changing design to improve simulation results

Judging

- Judging of new deliverable will be more subjective than prior city file
- Requires the judges be somewhat familiar with the process of developing a city with SimCity
  - Understand what is reasonable, possible in the early stages of city development

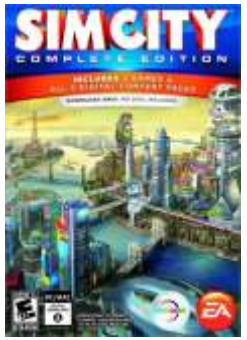
- Note: This presentation is somewhat long – the second half goes into detail on what to look for in the screenshots
  - Judges familiar with SimCity may want to skip over much of this detail (from slide 48)

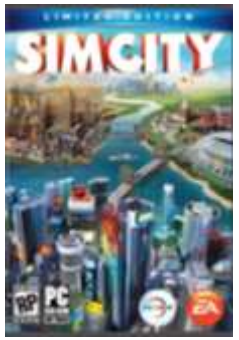
Judging the new deliverable

- Judges should look for evidence that the team can:
  - Establish meaningful long-term goals
  - Develop a city design for achieving those goals
  - Use the simulation tool to test the design
  - Accurately assess progress based on simulation results
  - Refine the design as necessary to improve progress
- Judges should NOT be looking for the perfect city
  - Virtual city should make progress toward, but not necessarily achieve, the stated goals

Rules

- Use SimCity (new)
  - Either the Complete (with all add-ins) or Limited versions
  - Not SimCity 4
- Use SimCity in offline (single-user) mode
  - Online is not recommended, but if used, must be a Private game
- SANDBOX mode is not allowed





A note on Cheat Codes

- Cheats, outsourcing, and gifts are discouraged
  - But not disallowed
    - The primary focus of the exercise is on the learning process – the build-test-refine-retest cycle – so cheats are allowed if there is no other way to keep the simulation going
- Team should be able to develop a city without Cheats, Gifts and Outsourcing
  - However, if they run into trouble, cheats are allowed
  - If used, it should be noted in the benchmark assessments
  - It indicates that problems exist that should be addressed
  - If the team can resolve the problem and quit using the cheats, then they should get credit for that improvement

Resources given to teams

- Download from http://futurecity.org resources
  - Virtual City slide show Template
    - Formats: ppt, doc, google slide
    - File submitted will be pdf
  - Benchmark worksheet
  - Sample Virtual City slide show
  - Rubric
- Handbook
  - Example Virtual City goals
    - Teams are allowed to choose two goals from this list or make up their own

Judging the Deliverable

Slide show requirements

Basic slide show

- Max slide count is 23
  - No additional slides over what is in the template
- Same city depicted throughout
- Two goals chosen by team
  - Goals and metrics remain consistent throughout exercise
- Two reporting stages (phases) – progress toward goals – documented with
  - Screenshots
  - Benchmarks
  - Analysis of progress
- Strategies for improving/refining design
- Conclusion (lessons learned)

Required slides for each Progress Report

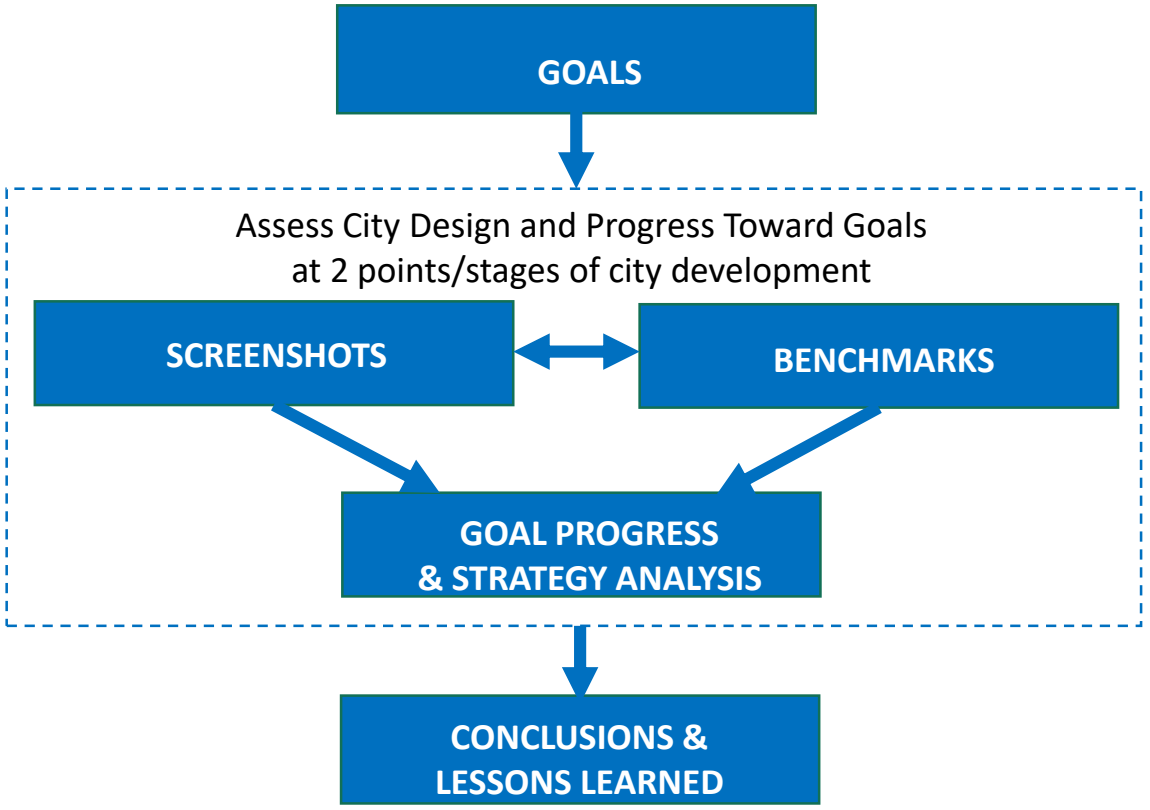
- Screenshots: overall city, budget and population detail
- Benchmark assessment with provided benchmark worksheet
- Team analysis of progress toward goals
- Screenshots supporting goal progress
- Team analysis of strategies used – what worked and what didn’t

Screenshots

- Screenshots
  - All screenshots taken from consistent viewpoint/orientation
  - For a particular phase (progress reporting period)
    - All screenshots are taken at the same point in time
      - Compare date/year, population, treasury amounts
- Required screenshots
  - Overall city view with zoning highlighted
  - Budget detail
  - Population detail (2 shots)
  - Goal progress detail (2 shots: 1 for each goal)

Judging process

- Team uses benchmarks and Goal Progress analysis to document progress
- Judges evaluate quality of team analysis with info gleaned from screenshots
- In the end, the team should be demonstrating that they can:
  - Accurately assess the results
  - Respond and improve their design
  - Continually progress toward achieving stated goals



Judging process - rubric

1. Specs (12 pts)
   - Meeting template/slide show requirements
2. Test it, Improve it (18 pts)
   - Applying the Engineering Design Process
     - Design – Build – Test – Refine/Redesign
   - Making progress toward achieving goals
3. Conclusion (3 pts)
   - Lessons learned
4. Judge assessment (15 pts)
   - How well did the team understand the process
   - How well did they respond to the output of the simulation
   - How well did they design and re-design the city

- Did the team do what was required by the exercise

- How well did the team do what was required
- Did they understand what they were doing

Judging the Deliverable

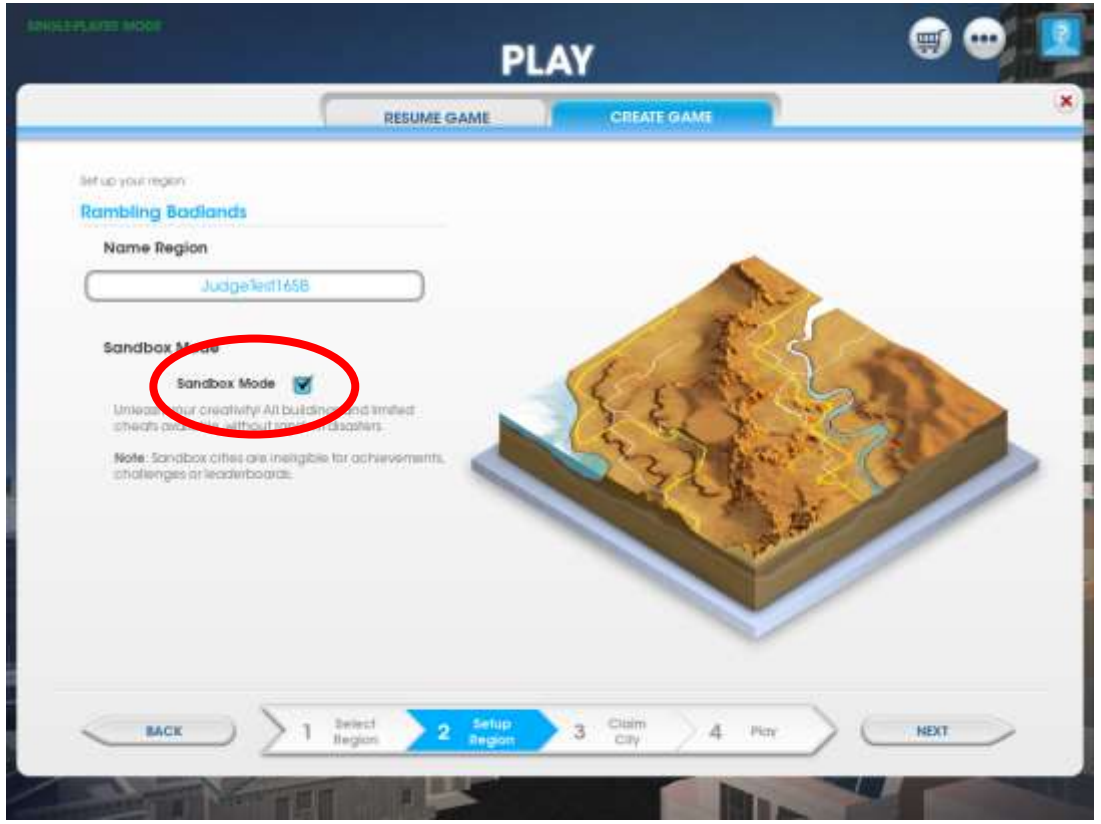
Basics

Note on examples

- Example slides shown throughout this presentation are taken from the Sample Template given to the teams
  - Hopefully you will not be seeing these same slides in any team deliverable!

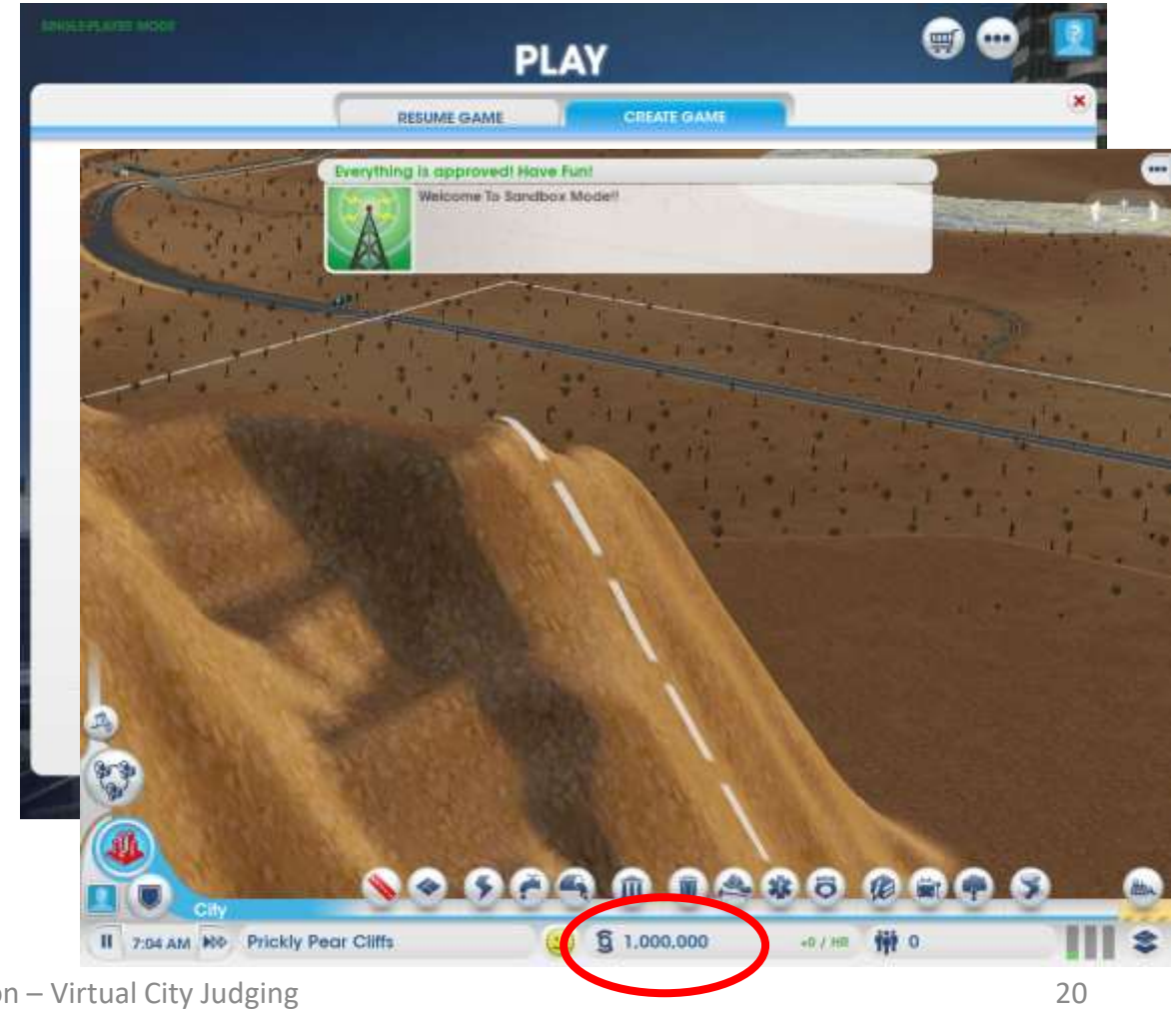
Following the rules: Sandbox mode not allowed

- Sandbox mode = 0 score
- Team chooses “Sandbox” when creating the game/region
  - Judges won’t be seeing this screenshot
  - You will have to infer sandbox mode from other evidence



Following the rules: Sandbox mode not allowed

- Sandbox mode = 0 score
- Team chooses “Sandbox” when creating the game/region
- How to tell if in sandbox
  - § 1,000,000 starting treasury
    - Regular game starts with § 50,000
    - If Phase 1 treasury is > § 400,000, suspect sandbox
  - Unlocks everything
    - All cheats
    - All advanced buildings and research
      - University, hospital, hazmat fire
      - Advanced power generators
    - If Phase 1 screenshots show advanced features, suspect sandbox



Title slide

- Includes:
  - School name
  - Team name = SimCity name (hopefully)
  - Region name

EXAMPLE

Virtual City goals

- Team decides on two goals to guide virtual city development
- Each goal includes at least two metrics (SimCity measurements)
- Goals and metrics should be consistent throughout the slide show and progress reports
- These goals were taken from sample list in handbook

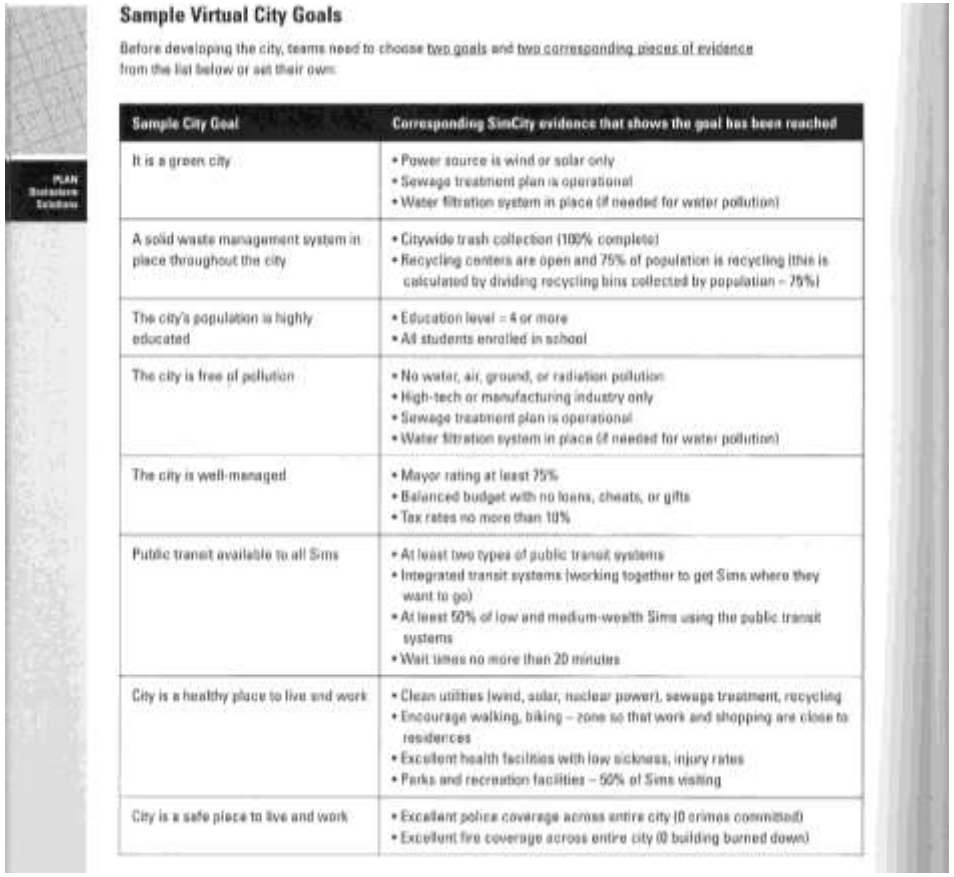
EXAMPLE

Trinity Point Goals

GOALS	SIMCITY MEASUREMENTS
Goal 1: Green city	Utilities – green power, sewage treatment Services – 100% trash collection, no accumulated pollution
Goal 2: Happy, healthy city	Excellent health facilities with low sickness, injury rates = 0 deaths, < 10% population sick/injured Parks and recreation facilities – 20% of Sims visiting, Park within walking distance: 4-5 blocks

Virtual City goals

- Chosen from list or developed by team
  - Must be **significant**, **challenging** and **measurable**
    - Example: Establish residential, commercial and industrial zones – is not significant as it is a basic requirement for starting a city.
    - Example: Establish public transportation – not challenging without measure of usage or city coverage
  - Must include at least two SimCity measures (metrics) for each goal



Sample Virtual City Goals

Before developing the city, teams need to choose two goals and two corresponding pieces of evidence from the list below or set their own:

Sample City Goal	Corresponding SimCity evidence that shows the goal has been reached
It is a green city	• Power source is wind or solar only • Sewage treatment plan is operational • Water filtration system in place (if needed for water pollution)
A solid waste management system in place throughout the city	• Citywide trash collection (100% complete) • Recycling centers are open and 75% of population is recycling (this is calculated by dividing recycling bins collected by population – 75%)
The city's population is highly educated	• Education level – 4 or more • All students enrolled in school
The city is free of pollution	• No water, air, ground, or radiation pollution • High-tech or manufacturing industry only • Sewage treatment plan is operational • Water filtration system in place (if needed for water pollution)
The city is well-managed	• Mayor rating at least 75% • Balanced budget with no loans, cheats, or gifts • Tax rates no more than 10%
Public transit available to all Sims	• At least two types of public transit systems • Integrated transit systems (working together to get Sims where they want to go) • At least 50% of low and medium-wealth Sims using the public transit systems • Wait times no more than 20 minutes
City is a healthy place to live and work	• Clean utilities (wind, solar, nuclear power), sewage treatment, recycling • Encourage walking, biking – zone so that work and shopping are close to residences • Excellent health facilities with low sickness, injury rates • Parks and recreation facilities – 50% of Sims visiting
City is a safe place to live and work	• Excellent police coverage across entire city (0 crimes committed) • Excellent fire coverage across entire city (0 building burned down)

Phase 1

- Point in time: young city
  - 8000-20,000 citizens (suggested range)
- Ranges are suggestions and not requirements
  - Team chooses point at which to document Phase 1
  - City should have made noticeable progress toward goals
  - Will probably have all of basic utilities, most services provided

EXAMPLE

Phase 2

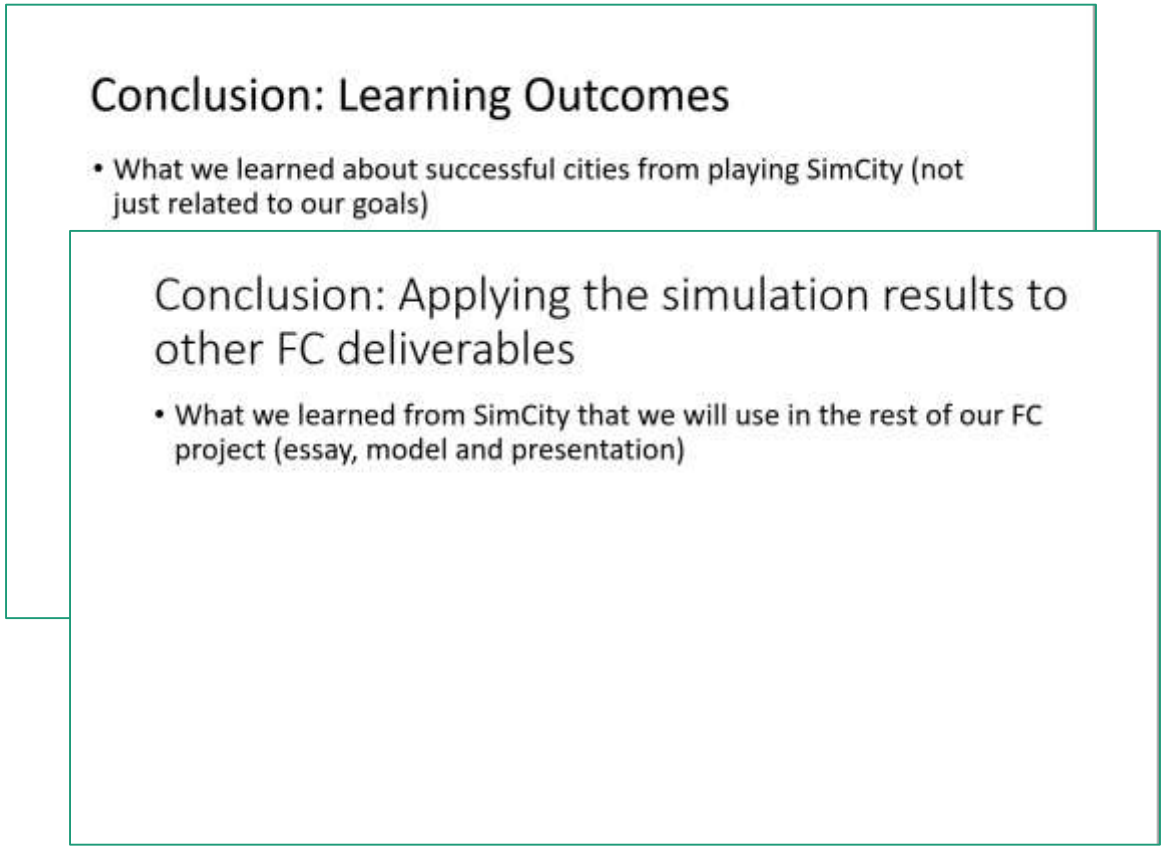
- Point in time: mature city
  - >20,000 citizens (suggested range)
- Ranges are suggestions and not requirements
  - City should have made significant progress toward goals: 60-100%
  - All utilities and services, some advanced infrastructure

EXAMPLE

Conclusions

- Learning Outcomes
- Applying results to the rest of the FC project

EXAMPLE



Judging the Deliverable

Progress Report #1 (PR1) in detail

PR1: Zoning screenshot

- Overall view of city with zones highlighted
- Shows a growing city
  - All zone types with some hi-rise buildings (hi density)
  - Higher density streets (required by hi-density buildings), but no hiways other than the regional hiway supplied by SimCity
  - Most utilities provided, few citizen complaints (most icons green)
    - Some trouble with zoning (yellow icon)
    - FYI: advisor complaining about needing more mid-wealth workers (shows up on pop. screenshot)
  - Most services provided
  - Good mix of R:C:I
    - Commercial interspersed throughout city
    - Industry on outskirts
  - No indication of advanced buildings or services
    - Advanced features at this point would be suspect, indicating sandbox mode

EXAMPLE

Zoning Screenshot

PR1: Budget screenshot

- Balanced budget
- Reasonable tax rates (<=10%)
- Treasury has enough money to allow for basic infrastructure investment
  - Treasury over §350,000 would be suspect at this point in the development, implying either cheats or gifts or sandbox mode
- City funding for all utilities and services, except public transit

EXAMPLE

Budget Screenshot

PR1: Population detail screenshot

- Mostly low-wealth residents, some medium-wealth
  - Would be very unusual to see many high-wealth residents at this point in the development
- No unemployment
- Demand for med-wealth workers
- Some students not enrolled but extra desks available
  - Probably lack of bus service in some areas – maybe new residential development
- All screenshots taken at same point in time (consistent population, treasury)

EXAMPLE

Population detail (11,900 Sims)

PR1: Benchmarks

- Interpreting the Benchmarks:
  - Most of the information in the benchmarks can be deduced from the screenshots
  - Check the benchmarks against what you know from the screenshots
  - Look for accuracy, truth
    - You will have to take some of the info on faith
- Purpose is to give the team a tool to use to assess their progress in all areas of city development (not just those areas related to their goals)
  - Highlight any issues or problems that might be overlooked
  - Ideally, the team will address these problem areas in their next stage of development

EXAMPLE

Benchmark Chart

Mayor rating	83%
Zoning, Development	All zone types: R, C, & I; Low, med wealth; Low tech; Lo, med, hi density
Parks & Rec	3 parks, 60 visits (.5%)
Services	Police – 1 sm station Fire – 1 sm station Health – 1 sm clinic
Health & Safety	0 crimes, 1 criminal 1 fires, 0 bldg. burned 0 deaths, .3% sick & injured
Utilities	Wind & solar power Water towers Sewer outflow Garbage, landfill

Education	1 elem sch, 750 desks Ed. Level = 2 Enrollment 91%
Financial aid	No financial assistance (cheats, gifts, etc.)
Public transit	None
Traffic congestion	Light
Pollution	Air – very light Water – some Ground – some from sewage outflow and dirty industry Radiation – none
Unemployment, homelessness	Unemploy = 0 Homeless = 0

PR1: Goal progress assessment

- Two slides – one for each goal
- Goal and metric should be the same as originally stated
  - At this stage of city development, expect that the status of most goals will be "need improvement" or "made good progress"
- Interpreting the goal progress:
  - Look for accuracy, truth
  - Should address progress (or lack of progress) for each measurement/metric
  - Additional detail, but supported by basic information in benchmarks and screenshots
  - The bigger issue is how they use this information to develop their strategies for the next phase

EXAMPLE

Progress toward Goal 1

GOAL 1	SIMCITY MEASUREMENT	STATUS
Green city	Utilities – green power, sewage treatment Services – 100% trash collection, no accumulated pollution	_____Not started _____Needs improvement __x_Made good progress _____Complete

- Our City's Progress:
  - Power: 100% green with wind and solar power plants
  - Garbage collection with landfill creating ground pollution
  - Sewage outflow removes sewage to outskirts of city, but creates ground pollution

PR1: Goals screenshots

- One screenshot for each goal
- Screenshots should highlight details, support progress toward goal
  - Green city metrics: green utilities & services, no ground pollution
    - Screenshot highlights wind power plant w/ background showing accumulated ground pollution
  - Healthy city metrics: low sickness, injuries, deaths and lots of parks
    - Screenshot highlights health care and sickness, injury and death rates. No info on parks, but benchmarks indicate only 3 parks in city.

EXAMPLE

PR1: Strategy analysis

- Look for fair, honest assessment
  - Based on screenshots, benchmarks and goal progress
- Does team recognize when a strategy is not achieving the results they were hoping for
  - Do they understand why it is not working

EXAMPLE

Strategies: What Worked, What Didn't Work

Worked

- Green utilities:
  - Wind and solar power
  - Basic trash collection
- Healthy, happy:
  - Making sure clinics have facilities to match needs (treatment rooms, ambulances) and are centrally located.
  - Parks increase happiness and satisfaction. Parks can move a neighborhood from low- to med-wealth

Didn't work

- Green utilities:
  - Wind, solar inefficient: require too much land, money per energy output. We are having problems keeping up as city grows.
  - Trash and sewage are polluting. Clean options require advanced technology (not yet available)
- Healthy, happy:
  - Health clinics alone have a hard time keeping up with problems. Need education to lower injury rates and deaths.
  - Industry, sewage, landfills pollute ground, water. Nearby homes, businesses and parks become unhealthy.

PR1: Refining strategies

- Evaluate the team's planned responses to the simulation
  - Solutions based on the honest, fair assessment (previous slides)
    - If strategies are not working, what is new strategy
    - If strategies are working, what are the next steps
  - Do the plans make sense based on the assessments
  - Are new strategies likely to further progress toward achieving goals
- Are there other problems not associated with the goals that are not being addressed
  - Team is not required to document these problems
  - However, these problems could impact the overall development of the city
    - Look to see if problems are resolved in the next phase of development

EXAMPLE

Judging the Deliverable

Progress Report #2 (PR2) in detail: Documenting continued development

PR2: Zoning screenshot

- Phase 2
  - City should have made significant progress toward goals (or even achieved some goals)
  - > 20000 citizens (suggested range)
  - Screenshot taken from same POV as previous PR1 shots
  - Obviously same city, but grown and advanced
- Interpreting the screenshot
  - Taller, more dense buildings
  - Hi-tech, advanced looking buildings, infrastructure
    - Higher education (college and academy)
    - Hi-tech industry
  - Maintaining good mix R:C:I
  - Greenspaces and trees throughout
  - Few apparent problems (all icons green)

EXAMPLE

Zoning Screenshot

PR2: Budget screenshot

- Growing, healthy budget. Looking good.
  - Balanced with reasonable tax rates.
  - Income from plastic sales on global market (probably from material recovered at recycling plant)
  - Highest city expenditures for education and public transportation
- Increasing treasury – sufficient money for significant, advanced infrastructure development

EXAMPLE

Budget Screenshot

PR2: Population detail screenshot

- Population more than doubled
- All wealth classes. Hi demand for med-wealth (jobs, shoppers)
- Students – enrollments hi, but not 100%. Some additional capacity is needed.
- Tourists visiting the city - good for commercial sales.
- No homeless, no unemployed
- All screenshots taken at same point in time (consistent population, treasury)

EXAMPLE

Population detail (50,700 Sims)

PR2: Benchmarks

- Interpreting the Benchmarks:
  - Check the benchmarks against what you know from the screenshots
  - Look for accuracy, truth
  - Compare benchmarks to PR1
    - Look for improvements, increased services, advanced development
    - Did problems from PR1 get addressed
    - Look for new problems
  - Did the team implement the “next steps” outlined in PR1

EXAMPLE

Benchmark Chart

Mayor rating	93%
Zoning, Development	R, C, & I; Low, med, hi wealth; Hi tech; Low, med, hi density
Parks & recreation	12 parks, 560 visits (1%)
Services	Police – 1 sm station Fire – 1 sm station Health – 1 sm clinic
Health & Safety	0 crimes, 2 criminal 0 fires, 2 bldg. burned 0 death, .07% sick & injured
Utilities	Power: Solar (amplified), wind Water pump Sewer treatment Garbage, incinerator Recycling plant

Education	1 elem sch, 750 desks Comm. College, 1300 stu Ed. Level = 4.5 Enrollment 98%
Financial Aid	No cheats, gifts, etc.
Public transit	Shuttle bus, 31 min wait, 10,000 riders; train, 14 min, 1000 riders
Traffic congestion	Light
Pollution	Air – minimal Water & ground – some, but reducing Radiation – none
Unemployment, homelessness	Unemploy = 0% Homeless = 0

PR2: Goal progress assessment

- Interpreting the Progress:
  - At this stage of city development, expect that the status of most goals will be “shows good progress” or even “complete”
  - Look for accuracy, truth
  - Should address progress (or lack of progress) for each measurement/metric
  - Did the team implement the “next steps” outlined in PR1
  - Assessment supported by benchmarks and screenshots
  - Teams should factor this assessment into their conclusions and lessons learned

EXAMPLE

Progress toward Goal 2

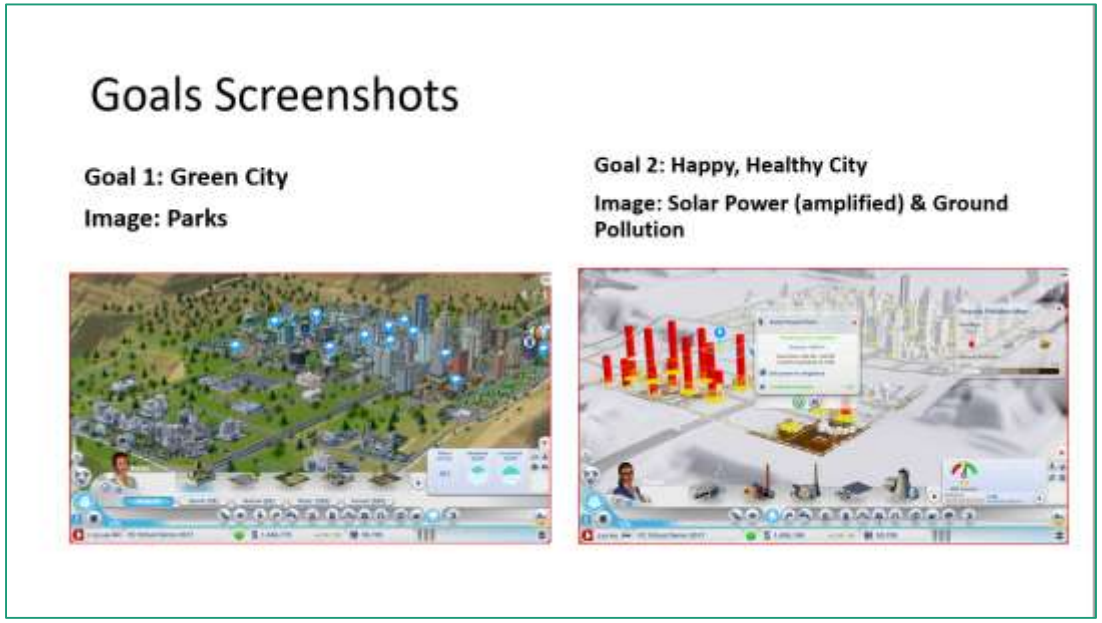
GOAL 2	SIMCITY MEASUREMENT	STATUS
Happy, healthy city	Excellent health facilities with low sickness, injury rates Parks and recreation facilities – 20% of Sims visiting, park within walking distance	_____Not started _____Needs improvement __x_Made good progress _____Complete

- Our City’s Progress:
  - 1 clinic with added treatment rooms and ambulances is handling health problems. Increasing education level and hi-tech industry reduces injuries and illnesses.
  - 12 parks spaced throughout residential and business area of city. 1% of population visiting.
  - Most homes, businesses have a park within walking distance.

PR2: Goals screenshots

- One screenshot for each goal
- Screenshots should highlight details support progress toward goal
  - Note: example has screenshots reversed relative to goals
  - Green city goal metrics: green utilities & services, no ground pollution
    - Screenshot (right) highlights solar power plant with advanced amplifier and accumulated ground pollution. Ground pollution decreased in industrial area, but still present at trash utility. Can compare directly with PR1 screenshot.
  - Healthy city metrics: low sickness, injuries, deaths and lots of parks
    - Screenshot (left) highlights parks (12 sites distributed around city – up from 3 in PR1). No info on health, but icon is green indicated no significant problem and benchmarks good.

EXAMPLE



PR2: Strategy analysis

- Look for fair, honest assessment
  - Based on screenshots, benchmarks and goal progress
- Did the team report on the “next steps” from PR1
  - Where the refined strategies successful or not
- Does team recognize when a strategy is not achieving the results they were hoping for
  - Do they understand why it is not working

EXAMPLE

Strategies: What Worked, What Didn’t Work

Worked

- Green utilities:
  - Advanced research created hi-tech power amplifiers for green power
- Healthy, happy:
  - Adding parks according to plan in locations that satisfy the population and making sure that the population (type) is in demand by commercial/industrial

Didn’t Work

- Green utilities:
  - Advanced technologies for non-polluting trash are still in the future, meanwhile pollution is reduced, but not eliminated
- Healthy, happy:
  - Not matching the type of park to the population that will be using it (low-wealth parks in hi-wealth areas)
  - It is hard to get more than 5% of population visiting parks

PR2: No Refining strategies

- FYI
  - PR2 represents the final Virtual City
  - There are no refined strategies for future development

EXAMPLE

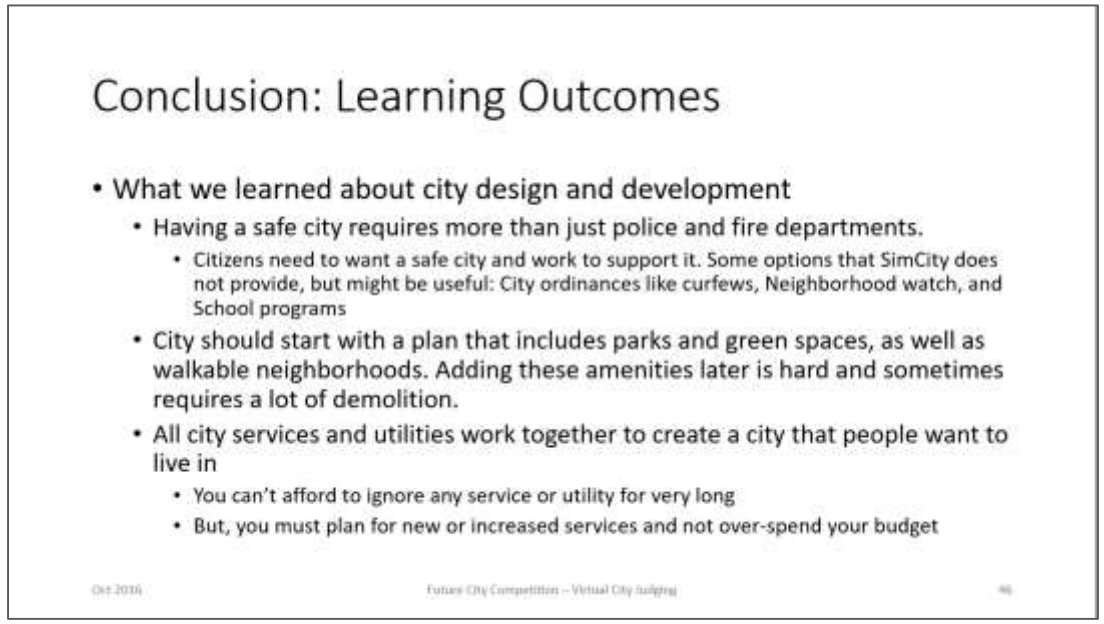
Judging the Deliverable

Conclusions and Lessons Learned

Conclusion 1: Learning Outcomes

- What the team learned about successful cities from playing SimCity
  - Conclusions should indicate significant lessons learned about city design
  - Should include lessons/concepts from areas outside the scope of the Virtual City goals
  - Should indicate team thoroughly reflected on process and outcomes
- This example is a good list of lessons learned – shows thought and reflection
  - FYI: this example was not included in slideshow sample given to teams

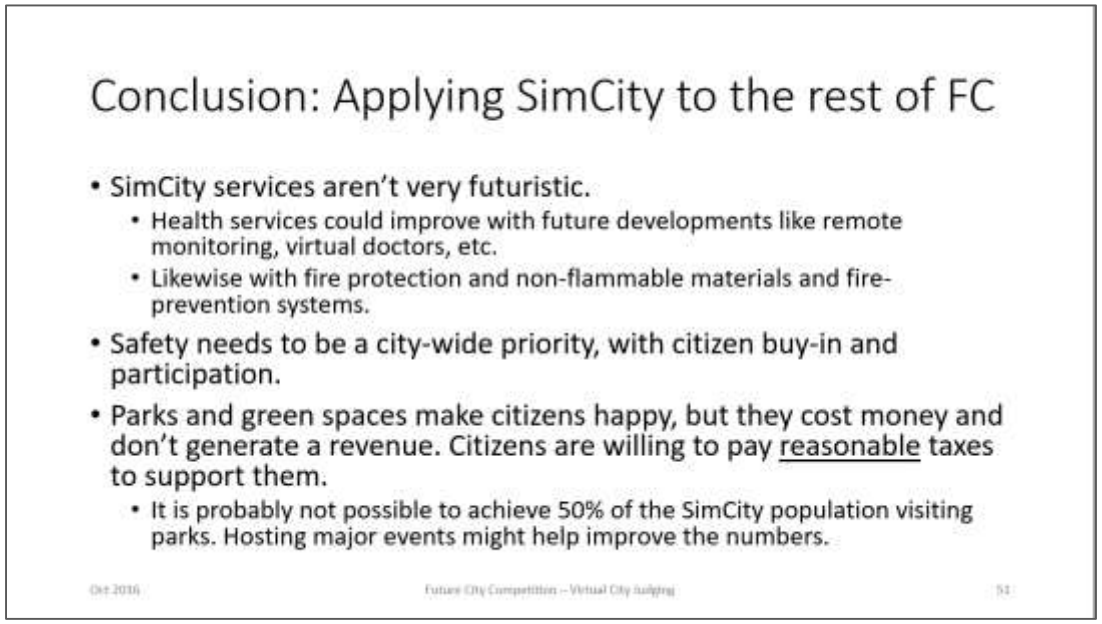
EXAMPLE



Conclusion 2: Applying the simulation results to other FC deliverables

- What the team will take from this exercise and apply to the rest of the project
- Conclusions should be significant and appropriate based on the information provided
- Conclusions could be verified at the end of the project – if we looked, we could see whether they carried these conclusions forward
- FYI: this example was not included in slideshow sample given to teams

EXAMPLE



SPECIAL NOTE on Public Spaces in SimCity

- This year's theme: Public Spaces is best represented by Parks and Recreation facilities in SimCity
- The sample goal of "Healthy, Happy City" is the closest to incorporating Public Spaces
  - Metrics related to parks:
    - 20% of Sims visiting parks and recreation facilities
      - Based on experience with the game, 20% is extremely difficult (almost impossible) to meet
    - Park within walking distance (4-5 blocks)
      - Much more achievable goal-metric, but requires planning
- SimCity parks are delineated by wealth level and should match the wealth-level of the surrounding development
- Long-term unemployed Sims become homeless and congregate in parks, lowering land values in surrounding area

Interpreting the screenshots

Tips on how to evaluate what you are seeing

Phase 1: City and zones screenshot

Overall view of city with zones highlighted

Interpreting the screenshot

1. Critical Problem with fire (red icon, smoke in city)

Phase 1: City and zones screenshot

Overall view of city with zones highlighted

Interpreting the screenshot

1. Critical Problem with fire (red icon, smoke in city)
2. Bulldozer icon yellow: abandoned buildings in city (yellow building zot = abandoned; red bulldozer zot = rubble)

Phase 1: City and zones screenshot

Overall view of city with zones highlighted

Interpreting the screenshot

1. Critical Problem with fire (red icon, smoke in city)
2. Bulldozer icon yellow: abandoned buildings (yellow building zot = abandoned; red bulldozer zot = rubble)
3. One other connected city in region – possible sharing of resources
   - No Great Work

Phase 1: City and zones screenshot

Overall view of city with zones highlighted

Interpreting the screenshot

1. Critical Problem with fire (red icon, smoke in city)
2. Bulldozer icon yellow: abandoned buildings (yellow building zot = abandoned; red bulldozer zot = rubble)
3. One other connected city in region – possible sharing of resources
4. Zones: green = residential, blue = commercial, yellow = industrial

Phase 1: City and zones screenshot

Overall view of city with zones highlighted

Interpreting the screenshot

1. Critical Problem with fire (red icon, smoke in city)
2. Bulldozer icon yellow: abandoned buildings (yellow building zot = abandoned; red bulldozer zot = rubble)
3. One other connected city in region – possible sharing of resources
4. Zones: green = residential, blue = commercial, yellow = industrial
5. City buildings (utilities, services, government) = no zoning
    1. Wind power & sewage outflow pipe
    2. Town hall
    3. Police & fire stations
    4. Health clinic
    5. Garbage dump

Phase 1: City and zones screenshot

Overall view of city with zones highlighted

MR)

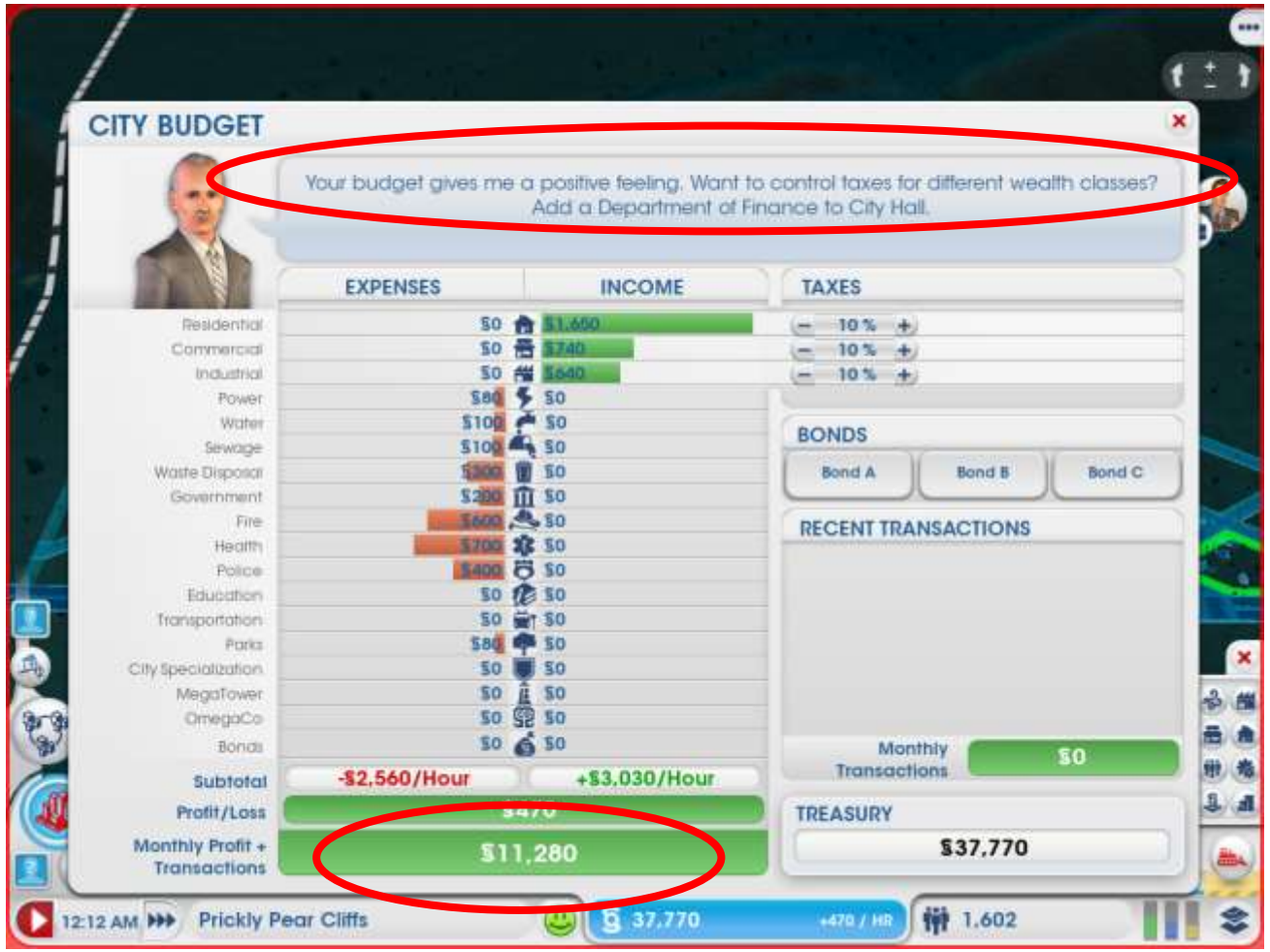
- Green, big smile = MR > 80%
- Yellow-green, smile = MR > 65%
- Yellow, no smile = MR 50-60%
- Orange & red = MR < 50 (sims unhappy, lots of complaints)

Mayor Rating for this city = 75%

Phase 1: Budget screenshot

Interpreting the screenshot

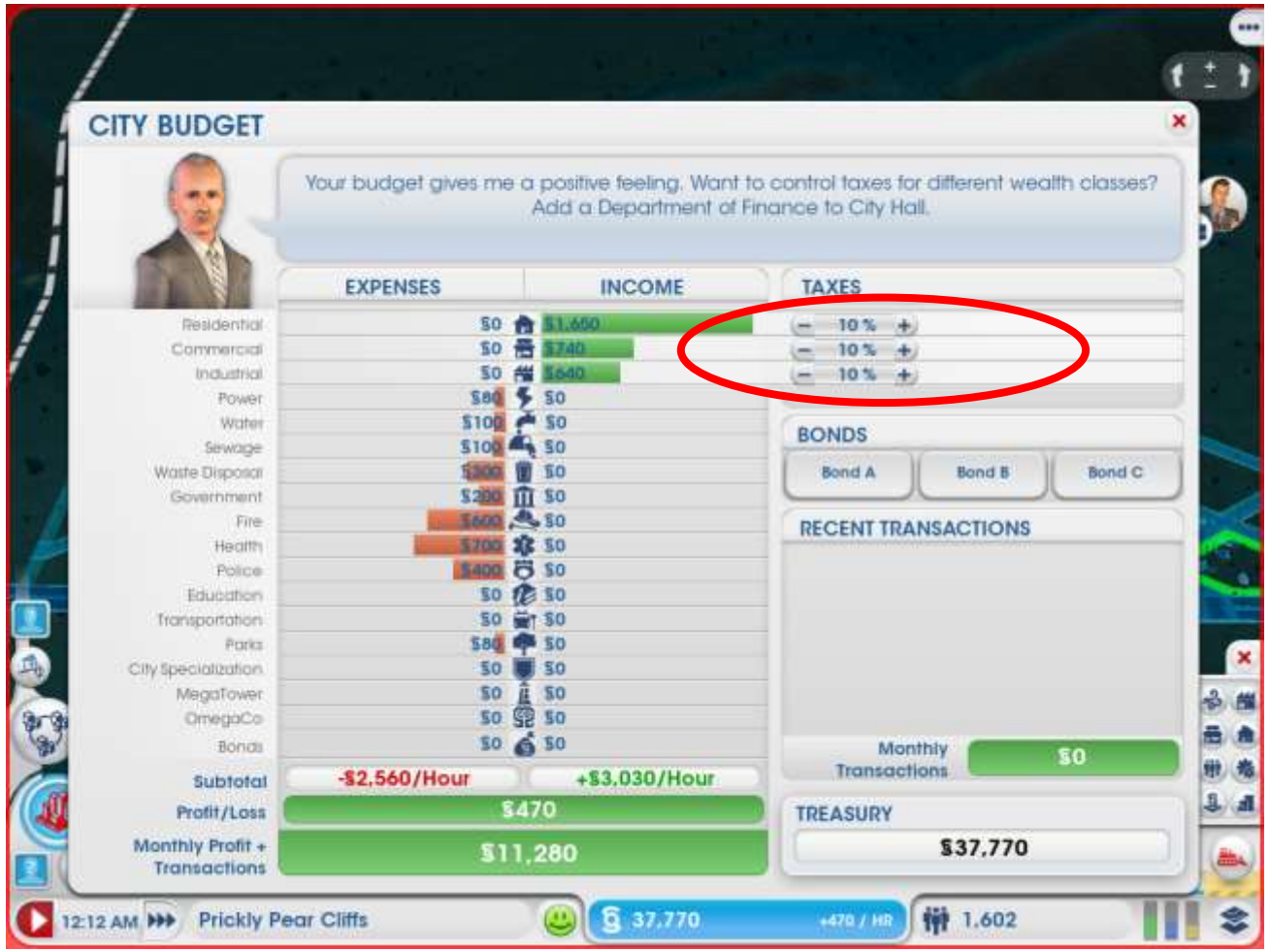
1. Budget is balanced (green)



Phase 1: Budget screenshot

Interpreting the screenshot

1. Budget is balanced (green)
2. Tax rates – all reasonable
    1. Multiple tax rates indicates city hall in region. This city has only town hall (which allows 1 tax rate adjustment), so other region city must be more developed.



Phase 1: Budget screenshot

Interpreting the screenshot

1. Budget is balanced (green)
2. Tax rates – all reasonable
    1. Multiple tax rates indicates city hall in region. Only Town Hall in this city (only allows 1 tax rate adjustment), so other region city must be more developed.
3. Spending highest on Health and Fire. Indicates there may be problems in these areas.
4. No spending on Education or Transportation. These services not available.

Phase 1: Budget screenshot

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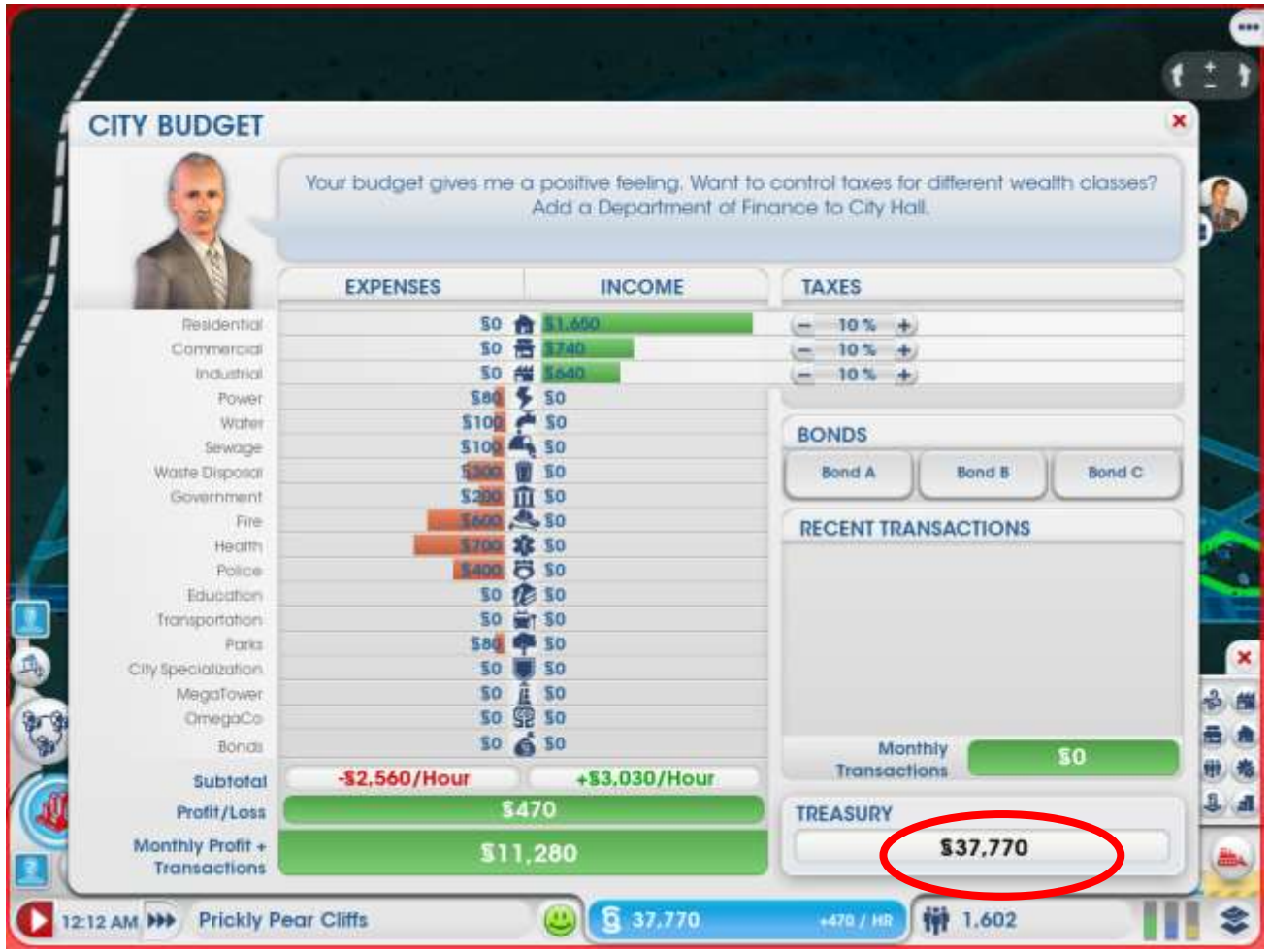
3. Spending highest on Health and Fire. Indicates there may be problems in these areas.
4. No spending on Education or Transportation. These services not available.
5. Overall treasury is reasonable. Some money for added services, but government will need to carefully assess before adding new service.



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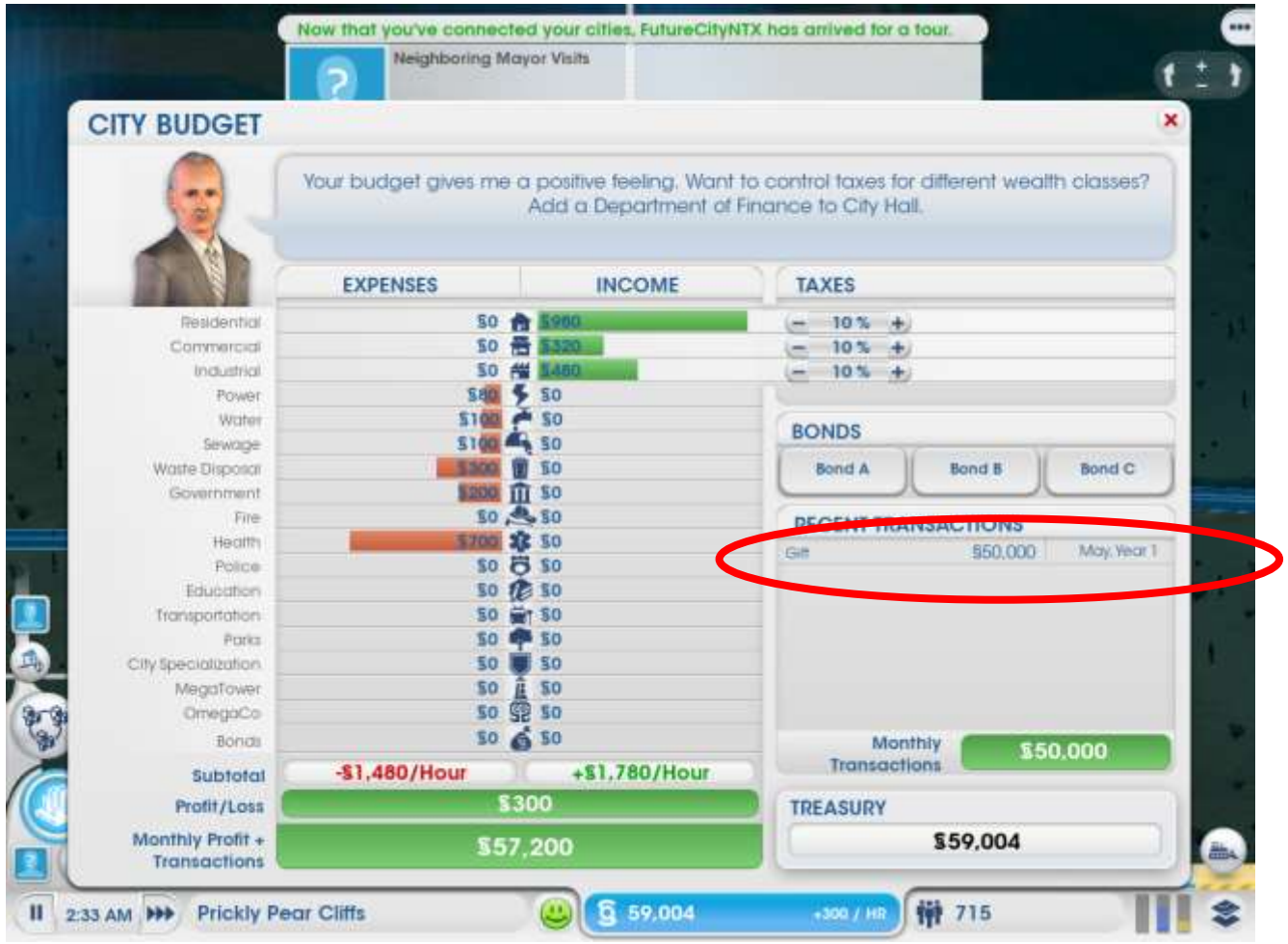
3. Spending highest on Health and Fire. Indicates there may be problems in these areas.
4. No spending on Education or Transportation. These services not available.
5. Overall treasury is reasonable. Some money for added services, but government needs to carefully assess before adding new service.
6. Population and time are close to City zone screenshot. Ideally, they should be the same (city paused for screenshots).

Phase 1: Budget screenshot

Additional notes

Recent Transactions table:

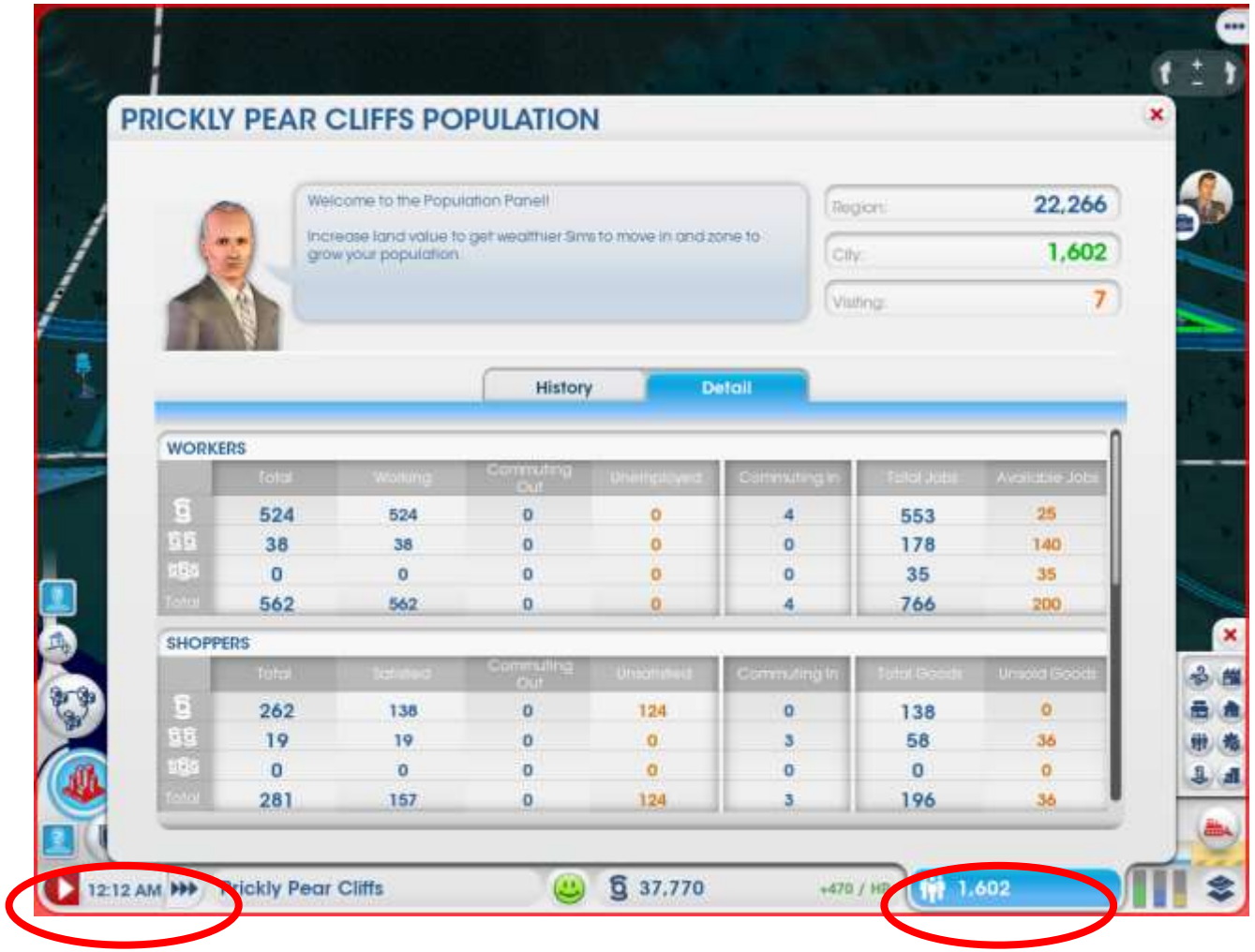
- Recent is 2-3 months
- Shows Cheats, Gifts, Loans/Bonds (activity more than 3 months ago will not appear)
- Shows global purchases, e.g., coal for power plant
- Shows global sales, e.g., recovered plastic from recycling, oil from drilling operations
- Shows mission rewards from successful missions



Phase 1: Population detail screenshot 1

Interpreting the screenshot

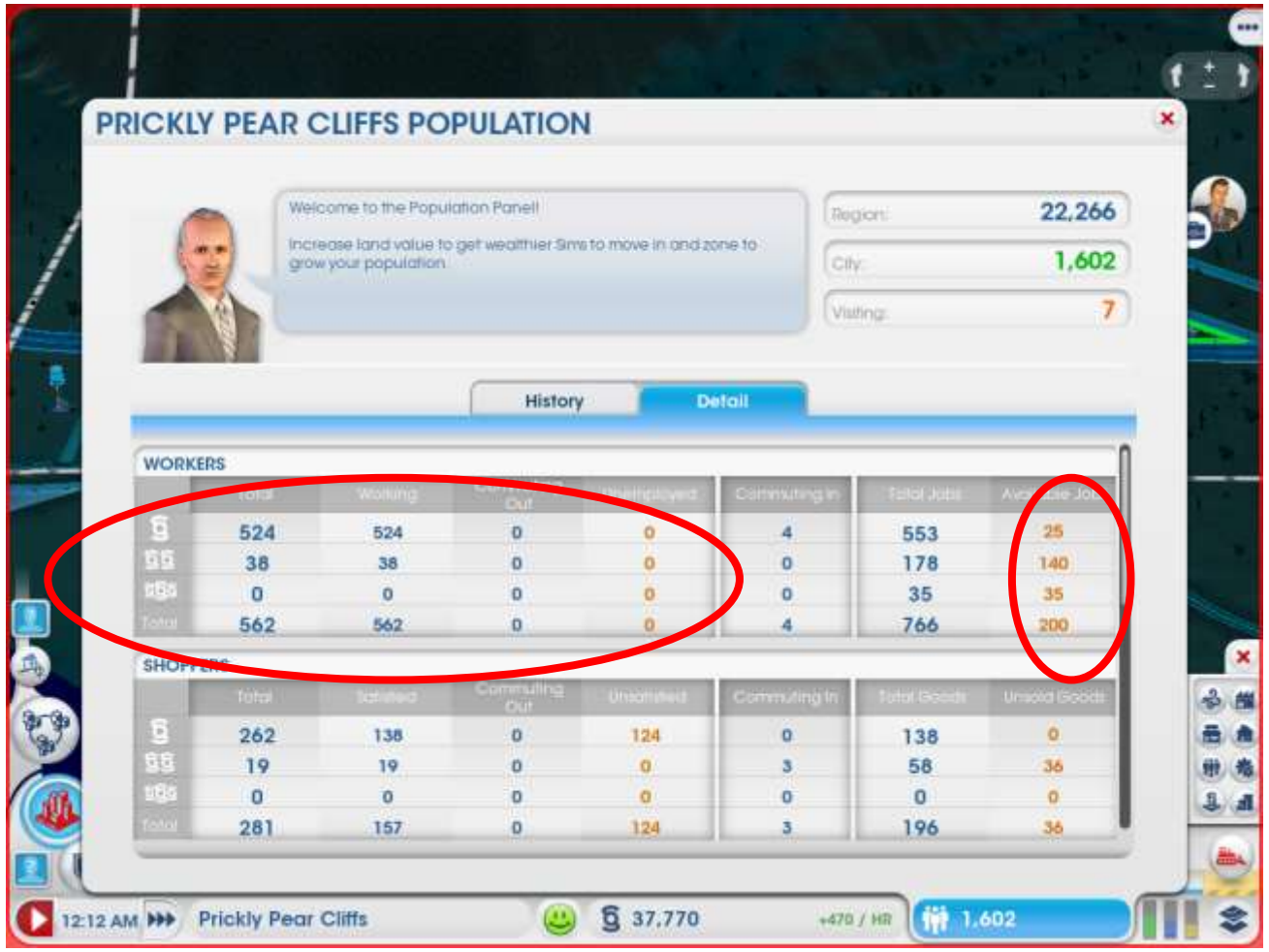
1. Population and time are same as previous screenshot



Phase 1: Population detail screenshot 1

Interpreting the screenshot

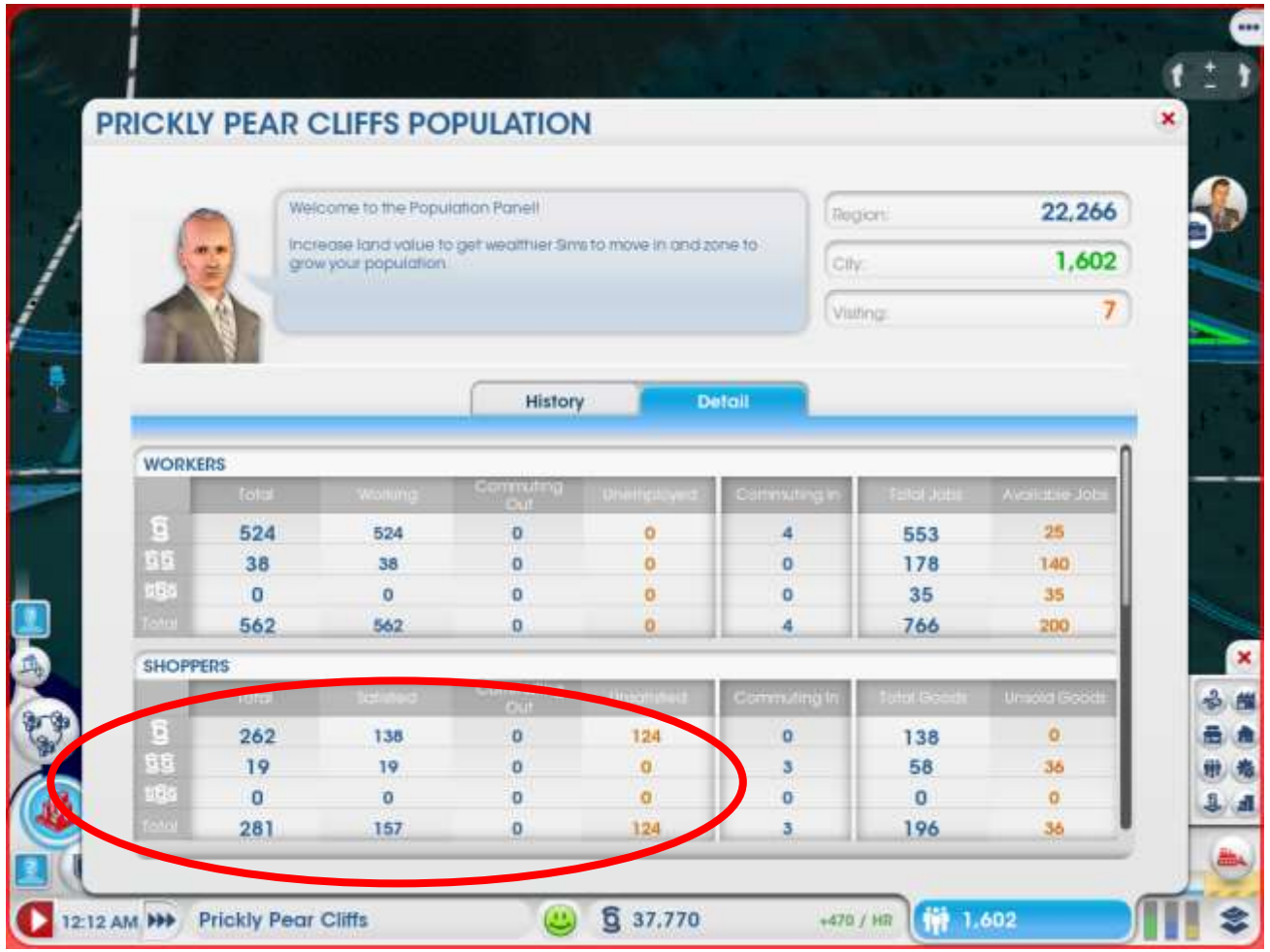
1. Population and time are same as previous screenshot
2. Workers
    1. Low and med wealth, no high wealth
    2. No unemployment
    3. Jobs available at all levels. Could use more med-wealth workers.



Phase 1: Population detail screenshot 1

Interpreting the screenshot

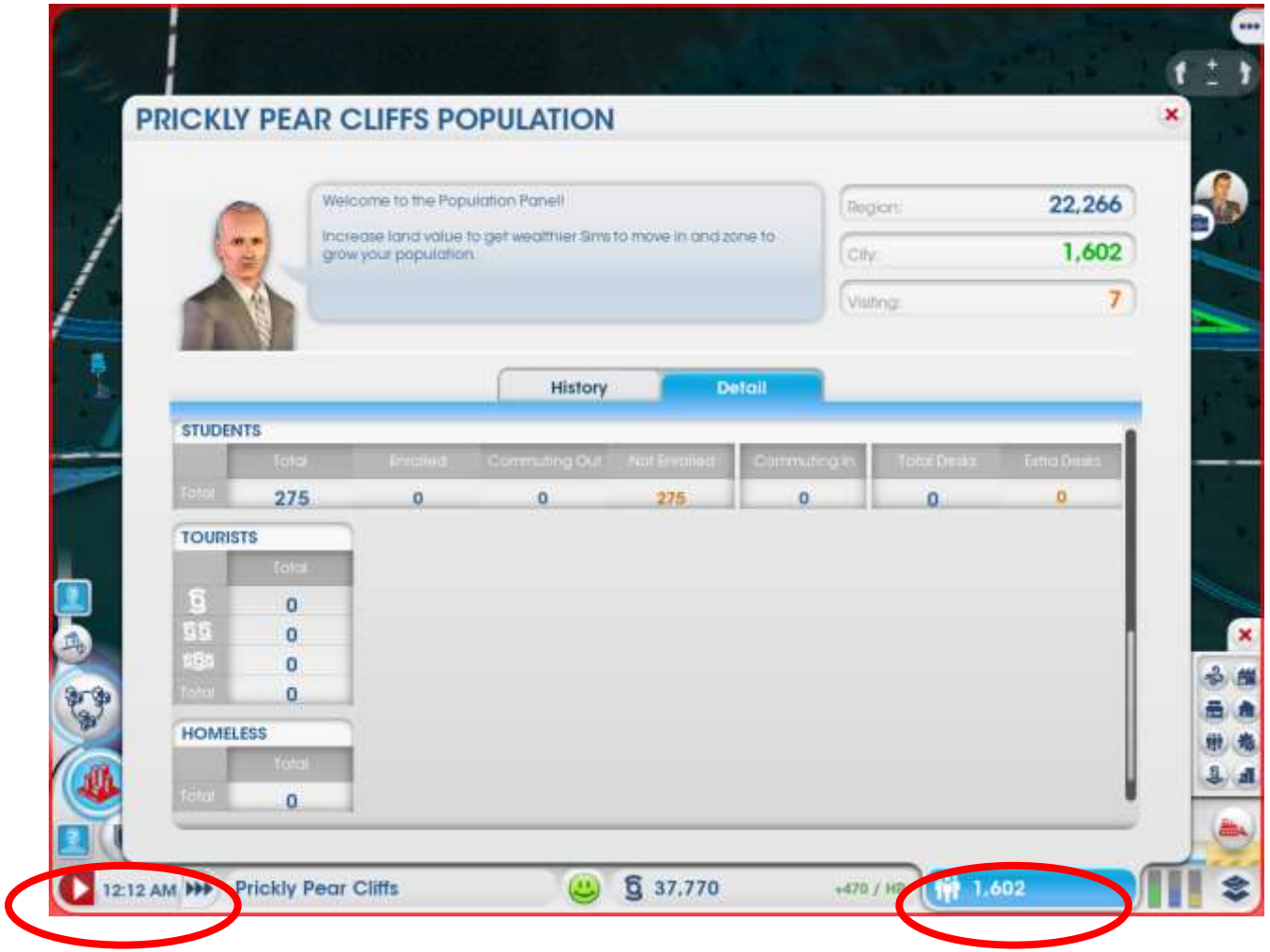
1. Population and time are same as previous screenshot
2. Workers
    1. Low and med wealth, no high wealth
    2. No unemployment
    3. Jobs available at all levels. Could use more med-wealth workers.
3. Shoppers
    1. Low and med wealth
    2. Slight unbalance – unsatisfied low-wealth shoppers and unsold med-wealth goods



Phase 1: Population detail screenshot 2

Interpreting the screenshot

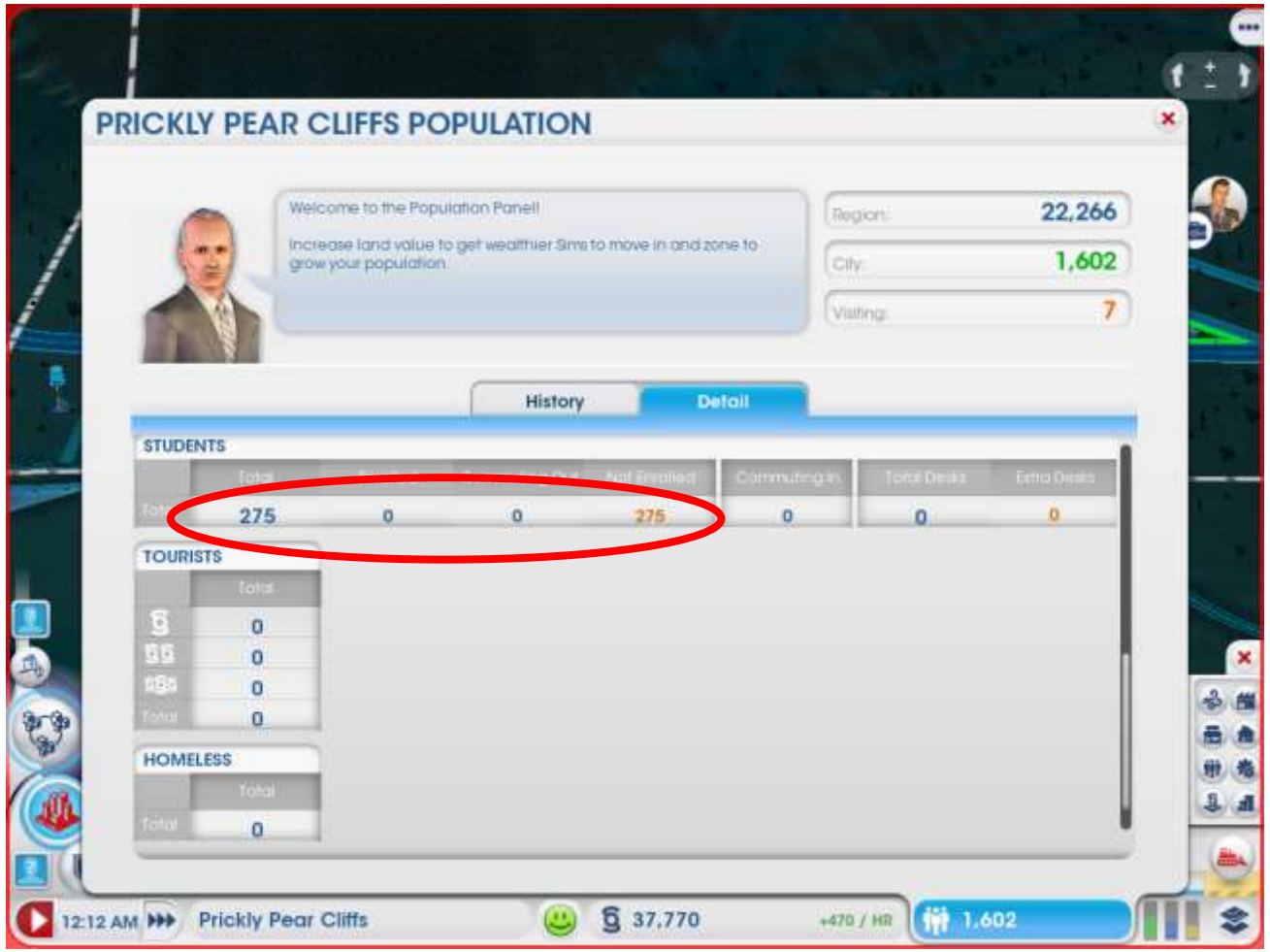
1. Population and time are same as previous screenshot



Phase 1: Population detail screenshot 2

Interpreting the screenshot

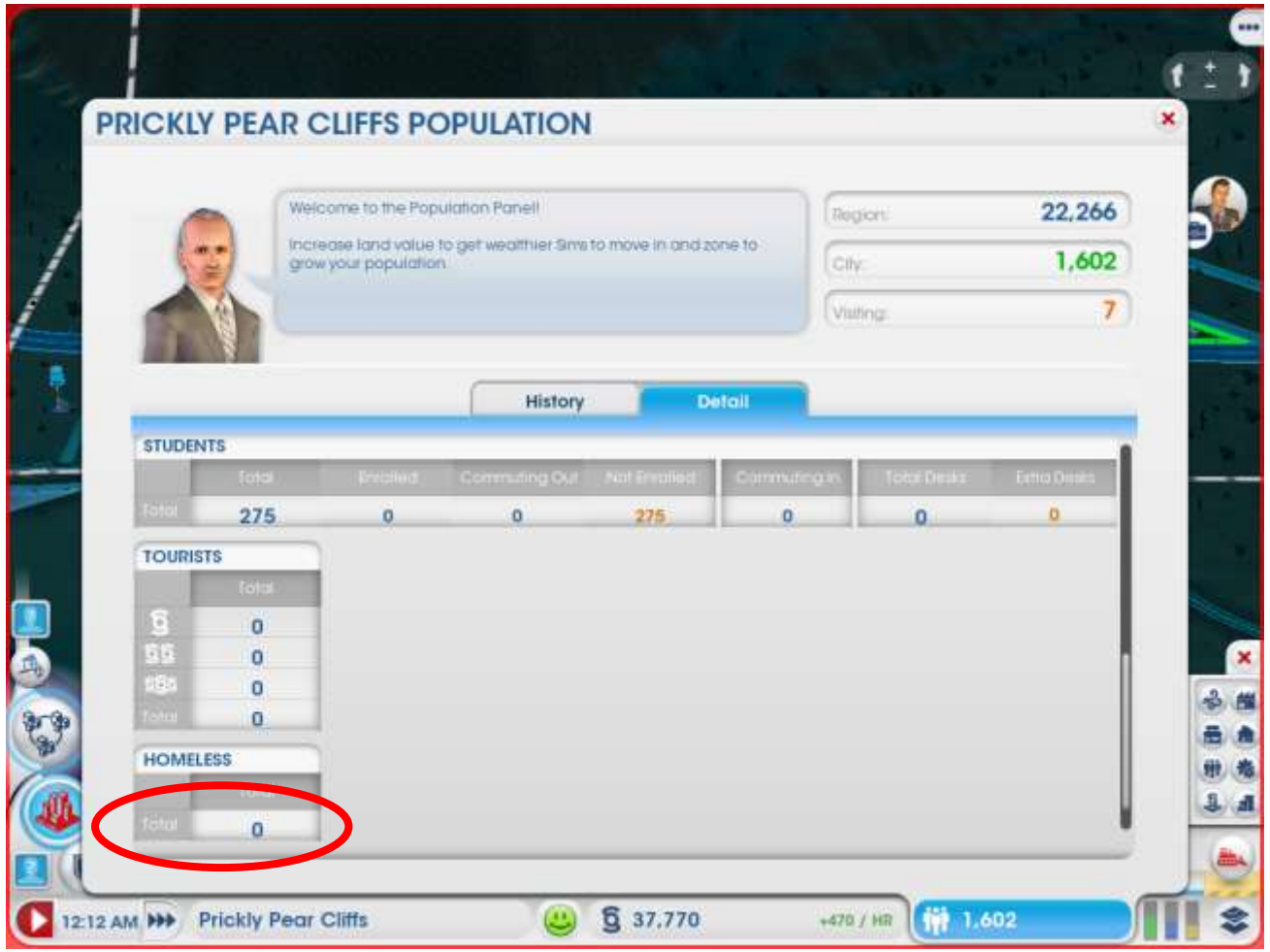
1. Population and time are same as previous screenshot
2. Students – no students in school (we know from budget slide that there are no schools in town)



Phase 1: Population detail screenshot 2

Interpreting the screenshot

1. Population and time are same as previous screenshot
2. Students – no students in school (know from budget slide that there are no schools in town)
3. Homeless – no homeless (unemployed low-wealth workers become homeless; unemployed med- and high-wealth workers leave town)



Phase 2: City and zones screenshot

- At this stage, city should have all the major utilities and services available.
- 5000-15000 citizens (suggested range)
- Should have made good progress toward goals.
- Screenshot is taken from same POV as previous Ph 1 shot
- Obviously same city, but advanced beyond Ph 1

1. Town Hall is upgraded to City hall with two departments
2. Some obvious medium and high density buildings
3. Advanced utilities: water plant, sewage treatment facility
4. Mayor rating is improving (green-big smiley)

Phase 2: Budget screenshot

- Budget is still looking good. Balanced with reasonable tax rates.
- Most utilities and services show expenses (infrastructure is in place)

1. Same time, population as previous screenshot
2. Budget is balanced (green)
3. Highest expense item is Education
4. Increased spending on Parks (per stated strategies from Ph 1). However no spending on transportation – no public transit systems in city.
5. Increasing treasury – more money for continued and advanced infrastructure development
6. No bonds, cheats, etc. Coal purchase to supply coal power plant. Mission reward is from achieving 15,000 population.

Phase 2: Population detail screenshot 1

- Population is growing, however there are some balance issues in the area of shopping wealth vs. population wealth. That would show up as an alert from the City Development/Zoning advisor
  - See the Ph 2 city and zones screenshot and notice the " ! " symbol by the advisor.
  - Alert says "need more med-wealth shoppers."

1. Population and time are same as previous screenshot
2. Workers
   1. Low and med wealth, no high wealth
   2. No unemployment
   3. Jobs available at all levels.
3. Shoppers
   1. Low and med wealth
   2. Still unbalanced – unsatisfied low-wealth shoppers and unsold med-wealth goods

Phase 2: Population detail screenshot 2

1. Population and time are same as previous screenshot
2. Students – all are enrolled and small amount of extra capacity available. Should expect to see education levels increasing.
3. No homeless. (no unemployment)

Phase 3: City and zones screenshot

- This city should have all the major utilities and services available.
- > 15000 citizens (suggested range)
- Should have made significant progress toward goals. (or even achieved some goals)
- Screenshot taken from same POV as previous Ph 1 & 2 shots
- Obviously same city, but advanced beyond Ph 1 & 2

1. City hall with three departments
2. Many more medium and high density buildings
3. Shuttle bus station – public transit available
4. University in city
5. New development on upper plateau

Phase 3: Budget screenshot

- Growing, healthy budget. Looking good. Balanced with reasonable tax rates.
- All utilities and services show expenses (infrastructure is in place)

1. Same time, population as previous screenshot
2. Budget is balanced (green)
3. Highest expense item is Education
4. Increased spending on Parks (per goal).
5. Increasing treasury – sufficient money for significant, advanced infrastructure development
6. No bonds, cheats, etc. Mission reward is from achieving 30,000 population.

Phase 3: Population detail screenshot 1

- Population is growing, however the balance issues are now associated with too much med-wealth population.
  - No alerts from the city development/zoning manager

1. Population and time are same as previous screenshot
2. Workers
   1. Low and med wealth, no high wealth
   2. Some med-wealth unemployment
      1. These Sims will leave town if they can't find jobs.
   3. Jobs available at all levels.
      1. Should work to increase land values (and population) to get some high-wealth Sims.
3. Shoppers
   1. Low and med wealth
   2. Still unbalanced – but now it is unsatisfied med-wealth shoppers and unsold low-wealth goods

Phase 3: Population detail screenshot 2

1. Population and time are same as previous screenshot
2. Students – all are enrolled and significant extra capacity available (probably the university). Education levels should increase.
3. No homeless. (Unemployed med-wealth will leave city to find work)
4. For the first time, we have visitors to the city. (A new train station – not visible in the city screenshot, behind the zoning meter info – is bringing in visitors from the region). Good for commercial sales. Also notice that (in previous screenshot) some low-wealth workers are commuting in.