Tips for Judging the Virtual City Slideshow

2016-2017
This presentation

• Part 1 (through slide 32)
  • Virtual City slideshow judging tips and tricks
    • Overview
    • Deliverable template and rules
    • Rubric
    • Judging – details and explanations

• Part 2 (slide 33-55)
  • Sample screenshots and interpretations
    • For those not as familiar with SimCity; Judges familiar with SimCity may want to skip over much of this detail
Virtual City Slide Show Deliverable

• Purpose:
  • Have the team use SimCity as a learning tool – as a simulator
  • Working toward city goals
  • Assessing progress
  • Improving design and re-testing
• Emphasizes the learning process and not just the end result

Engineering Design Process
Design – Build – Test – Improve/Redesign
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)
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
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 to results and improve their design
  • Continually progress toward achieving stated goals
    • Actual goal achievement is not required.
Rule: 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
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!

Judging the Deliverable

Basics
Title slide

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

2016-2017 Virtual City Presentation
School = ABC Middle School, Team name = Trinity Point
(SimCity) City = Trinity Point, Region = Cape Trinity
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

Trinity Point Goals

<table>
<thead>
<tr>
<th>GOALS</th>
<th>SIMCITY MEASUREMENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Goal 1: Green city</td>
<td>Utilities – green power, sewage treatment Services – 100% trash collection, no accumulated pollution</td>
</tr>
<tr>
<td>Goal 2: Happy, healthy city</td>
<td>Excellent health facilities with low sickness, injury rates &lt; 0 deaths, &lt; 10% population sick/injured Parks and recreation facilities ~ 20% of Sims visiting, Park within walking distance: 4-5 blocks</td>
</tr>
</tbody>
</table>
Virtual City goals

- Chosen from list on page 8 of Judge Manual or developed by team
  - Are goals challenging?
  - Are goals measurable?
- Must include at least two SimCity measures (metrics) for each goal

<table>
<thead>
<tr>
<th>Sample City Goal</th>
<th>Corresponding SimCity evidence that shows the goal has been reached</th>
</tr>
</thead>
</table>
| It is a green city | • Power source is wind or solar only  
|                  | • Sewage treatment plant 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 (90% 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 plant 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 – zones 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) |
Progress Report 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

Progress Report #1
Suggested range:
8,000-20,000 population
Progress Report 2

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

Progress Report #2
(final city)

Suggested range:
20,000+ population
60-100% progress toward goals
Conclusions

• Learning Outcomes

• Applying results to the rest of the FC project

Conclusion: Learning Outcomes

• What we learned about successful cities from playing SimCity (not just related to our goals)

Conclusion: Applying the simulation results to other FC deliverables

• What we learned from SimCity that we will use in the rest of our FC project (essay, model and presentation)
Judging the Deliverable

Progress Report #1 (PR1) in detail
Progress Report 1: Zoning screenshot

- Overall view of city with zones highlighted
- Shows a growing city
  - All zone types with some hi-rise buildings (high density)
  - Higher density streets (required by hi-density buildings), but no highways other than the regional highway 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 Residential, Commercial, and Industrial zones
    - 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
Progress Report 1: Budget screenshot

• Balanced budget
• Reasonable tax rates (<=10%)
• Treasury has enough money to allow for basic infrastructure investment
  • Note: 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
Progress Report 1: 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)
Progress Report 1: 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 and truth
    - You will have to take some of the info on faith

### Example

#### Benchmark Chart

<table>
<thead>
<tr>
<th>Mayor rating</th>
<th>83%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Zoning, Development</td>
<td>All zone types: R, C, &amp; I; Low, med wealth; Low tech; Lo, med, hi density</td>
</tr>
<tr>
<td>Parks &amp; Rec</td>
<td>3 parks, 60 visits (.5%)</td>
</tr>
<tr>
<td>Services</td>
<td>Police – 1 sm station, Fire – 1 sm station, Health – 1 sm clinic</td>
</tr>
<tr>
<td>Health &amp; Safety</td>
<td>0 crimes, 1 criminal, 1 fire, 0 bldg. burned, 0 deaths, .3% sick &amp; injured</td>
</tr>
<tr>
<td>Utilities</td>
<td>Wind &amp; solar power, Water towers, Sewer outflow, Garbage, Landfill</td>
</tr>
<tr>
<td>Education</td>
<td>1 elem sch, 750 desks, Ed. Level = 2, Enrollment 91%</td>
</tr>
<tr>
<td>Financial aid</td>
<td>No financial assistance (cheats, gifts, etc.)</td>
</tr>
<tr>
<td>Public transit</td>
<td>None</td>
</tr>
<tr>
<td>Traffic congestion</td>
<td>Light</td>
</tr>
<tr>
<td>Pollution</td>
<td>Air – very light, Water – some, Ground – some from sewage, outflow and dirty industry, Radiation – none</td>
</tr>
<tr>
<td>Unemployment, homelessness</td>
<td>Unemploy = 0, Homeless = 0</td>
</tr>
</tbody>
</table>
Progress Report 1: 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 and truth
  - Should address progress (or lack of progress) for each measurement/metric
- Bigger picture: how will the team incorporate this info into their strategy analysis and next steps?

### EXAMPLE

#### Progress toward Goal 1

<table>
<thead>
<tr>
<th>GOAL</th>
<th>SIMCITY MEASUREMENT</th>
<th>STATUS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Green city</td>
<td>Utilities – green power, sewage treatment</td>
<td>Not started</td>
</tr>
<tr>
<td>Services – 100% trash collection, no accumulated pollution</td>
<td>x_Made good progress</td>
<td>Complete</td>
</tr>
</tbody>
</table>

- 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
Progress Report 1: Goals screenshots

• One screenshot for each goal
• Screenshots should highlight details and support team’s reported progress toward goal
  • Green city metrics: green utilities & services, no ground pollution
    • Screenshot highlights wind power plant with 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.

Goals Screenshots

Goal 1: Green City
Image: Ground pollution & power

Goal 2: Happy, Healthy City
Image: Health care
Progress Report 1: Strategy analysis

• Look for fair and 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?

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.
Progress Report 1: Refining strategies

• Evaluate the team’s planned responses to the simulation
  • Solutions based on the honest, fair assessment (previous slides)
    • If current strategies are not working, what new strategy will they try?
    • If strategies are working, what are the next steps?
  • Do plans make sense based on the assessments?
  • Are new strategies likely to further progress toward achieving goals?

Refining Strategies: Next steps

• Green city – next steps to getting greener
  • Replace sewage outlet pipes with a treatment plant to eliminate ground pollution
  • Install garbage incinerator (air pollution instead of ground pollution) and recycling plant
  • Invest in advanced research to provide clean options for trash removal and power amplifiers for wind/solar power plants

• Healthy, happy city: next steps to getting happier
  • Plan layout of park & recreation facilities throughout city.
  • Develop facilities appropriate for local demographic (wealth-levels)
Progress Report 2: 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)
Progress Report 2: 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
Progress Report 2: Population detail screenshot

• Population more than doubled
• All wealth classes. Hi demand for med-wealth (jobs, shoppers)
• Students – enrollments high, 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)
Progress Report 2: 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

**Benchmark Chart**

<table>
<thead>
<tr>
<th>Mayor rating</th>
<th>93%</th>
<th>Education</th>
<th>1 elem sch, 750 desks Comm. College, 1300 stu Ed. Level = 4.5 Enrollment 98%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Zoning, Development</td>
<td>R, C, &amp; I: Low, med, hi wealth; Hi tech; Low, med, hi density</td>
<td>Financial Aid</td>
<td>No cheats, gifts, etc.</td>
</tr>
<tr>
<td>Parks &amp; recreation</td>
<td>12 parks, 560 visits (1%)</td>
<td>Public transit</td>
<td>Shuttle bus, 31 min wait, 10,000 riders; train, 14 min, 1,000 riders</td>
</tr>
<tr>
<td>Services</td>
<td>Police – 3 sm station Fire – 1 sm station Health – 1 sm clinic</td>
<td>Traffic congestion</td>
<td>Light</td>
</tr>
<tr>
<td>Health &amp; Safety</td>
<td>0 crimes, 2 criminal 0 fires, 2 bldg. burned 0 death, 0% sick &amp; injured</td>
<td>Pollution</td>
<td>Air – minimal Water &amp; ground – some, but reducing Radiation – none</td>
</tr>
<tr>
<td>Utilities</td>
<td>Power: Solar (amplified), wind Water pump Sewer treatment Garbage, incinerator Recycling plant</td>
<td>Unemployment, homelessness</td>
<td>Unemploy = 0% Homeless = 0</td>
</tr>
</tbody>
</table>
Progress Report 2: 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

Progress toward Goal 2

<table>
<thead>
<tr>
<th>GOAL 2</th>
<th>SIMCITY MEASUREMENT</th>
<th>STATUS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Happy, healthy city</td>
<td>Excellent health facilities with low</td>
<td>_____Not started</td>
</tr>
<tr>
<td></td>
<td>sickness, injury rates</td>
<td>_____Needs improvement</td>
</tr>
<tr>
<td></td>
<td>Parks and recreation facilities – 20%</td>
<td>x_Made good progress</td>
</tr>
<tr>
<td></td>
<td>of Sims visiting, park within walking</td>
<td>_____Complete</td>
</tr>
<tr>
<td></td>
<td>distance</td>
<td></td>
</tr>
</tbody>
</table>

• 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.
Progress Report 2: 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.

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Progress Report 2: 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

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**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
Conclusion: Learning Outcomes

• What the team learned about successful cities from playing SimCity
  • Conclusions should indicate significant lessons learned about city design and operation
  • Should include lessons learned from all areas, not just related to team’s chosen goals
  • Should indicate team thoroughly reflected on process and outcomes

• This example is a good list of lessons learned – shows thoroughness and reflection
  • FYI: this example was not included in slideshow sample given to teams

EXAMPLE

Conclusion: Learning Outcomes

• What we learned about city design and development
  • Having a safe city requires more than just police and fire departments.
    • Citizens need to want a safe city and work to support it. Some options that SimCity does not provide, but might be useful: City ordinances like curfews, Neighborhood watch, and School programs
  • City should start with a plan that includes parks and green spaces, as well as walkable neighborhoods. Adding these amenities later is hard and sometimes requires a lot of demolition.
  • All city services and utilities work together to create a city that people want to live in
    • You can’t afford to ignore any service or utility for very long
    • But, you must plan for new or increased services and not overspend your budget
Conclusion: Applying SimCity to the rest of FC

• What lessons will the team take from SimCity to apply to the other deliverables?

• Conclusions should be significant and appropriate based on the information provided

• FYI: this example was not included in slideshow sample given to teams

**EXAMPLE**

Conclusion: Applying SimCity to the rest of FC

• SimCity services aren’t very futuristic.
  • Health services could improve with future developments like remote monitoring, virtual doctors, etc.
  • Likewise with fire protection and non-flammable materials and fire-prevention systems.
  • Safety needs to be a city-wide priority, with citizen buy-in and participation.
  • Parks and green spaces make citizens happy, but they cost money and don’t generate a revenue. Citizens are willing to pay reasonable taxes to support them.
  • It is probably not possible to achieve 50% of the SimCity population visiting parks. Hosting major events might help improve the numbers.
Interpreting 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

Interpreting Mayor Rating (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%

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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 are not available.
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.**

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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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.**
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:

- Shows Cheats, Gifts, Loans/Bonds from last 3 months (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
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
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. 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.
- 20,000+ citizens (suggested)
- Good progression toward goals.
- Screenshot taken from same POV as previous shot in Progress Report 1
- Obviously same city, but advanced beyond Progress Report 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).