

## SimCity Workshop Outline

September 2010

Begin with Powerpoint covering last year's city results, discuss new rubric. Go over strategies.

Move into SC4 video from Georgia region discussing starting a city.

Begin building city.

- I. Downloading the region from the national website
  - a. Visit the local FC website
  - b. Click on the link to the national website from the blog entry
  - c. Download the file to the user's My Documents directory
  - d. Unzip and place in the SC4\Regions directory
- II. Start SimCity
  - a. Choose the region downloaded
  - b. Select the empty area the in center
- III. Form City
  - a. Reconcile immediately
  - b. Pause
  - c. Go over tools for terraforming
    - i. Make Valley for river
    - ii. Flatten land around river
- IV. Build City
  - a. Note game is still paused
  - b. Set out the grid area
    - i. Six squares across, 12 squares tall
      1. Start at the lower left corner
      2. Click and drag to the right \$80 worth of road
      3. Click and drag up \$120 worth of road
      4. Complete square
      5. Drag to the right in increments of \$80, up \$120
    - ii. Build a block system that is 4 blocks wide and three blocks tall
  - c. Build zones
    - i. 6:5:1 ratio (Residential:Industrial:Commerical)
    - ii. Residential and Commercial zones as low density
    - iii. Medium density Industrial
    - iv. Ratio will change over time (follow RCI)
  - d. Mass Transit
    - i. Build bus stations
      1. Later build subways, etc
  - e. Build coal (for now) power plant
    - i. Coal in the beginning,
      1. Then natural gas as you have more money

- 2. Finally solar and wind if you can afford it at the end
    - ii. Set funding at \$110
  - f. Water
    - i. Build one Water Pump
    - ii. Build water mains (pipes) to cover all zoned areas and power plant
  - g. Micromanaging
    - i. Adjust the coal plant's output by the query tool
    - ii. Adjust the coal plant's output by using the budget
  - h. Review budget (expenses only)
  - i. Unpause, wait for city to develop
- V. Growing the city
  - a. Pause the city after it develops
  - b. Understanding RCI graph
  - c. Understanding the budget
    - i. Expenses
      - 1. Adjust the power output to \$130
      - 2. Show other things to adjust
  - d. Reading the news ticker
    - i. Talk about the red items
    - ii. Troubleshooting: "Sims need Power..."
      - 1. Use the Query tool (?) to increase power funding for power plant
    - iii. Troubleshooting: "No water, no way"
      - 1. Make sure all sims are getting water
      - 2. This could be a side effect from inadequate power
    - iv. Troubleshooting: "Roads Rule..."
      - 1. Roads are expensive, replace the lower traffic volume roads with Streets
  - e. Following the Sim's demands
    - i. Fire Dept
    - ii. Health (Hospital) – then adjust funding
    - iii. School
    - iv. Garbage
  - f. Adjusting effective radius of services
    - i. Keep a constant eye on complaints and your budget
  - g. Adding more blocks
    - i. Expand to the right (2 blocks)
    - ii. Roads
    - iii. Mass Transit
    - iv. Parks
    - v. Additional services (FD)
    - vi. Add zones last
- VI. Reviewing the City
  - a. Briefly go over rubric
- VII. Submitting the City

- a. Quit SC4
- b. Use My Computer to browse to directory
- c. Zip folder
- d. Rename zip file
- e. Upload
  - i. Through buzzsaw?
  - ii. Other means?
    1. YouSendIt (\$10/mo for a drop page – they host a page that sends me the file directly)
    2. Upload via website (30MB limit per file)
- f. Student self evolution
  - i. Reminder to fill out – 16 easy pts