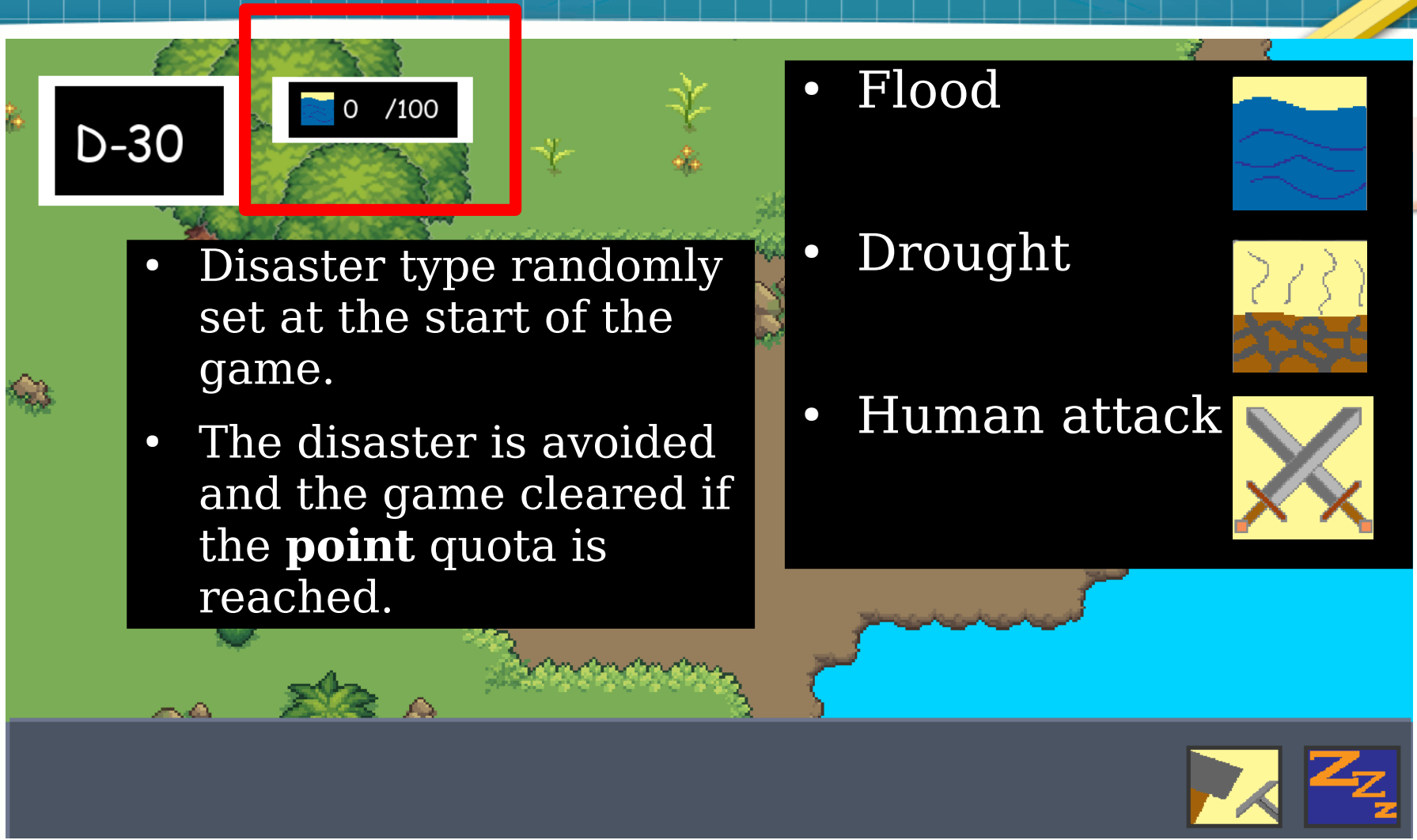
Goal of the game

- The player will face an incoming disaster.
- There will be a time limit. Time will be spent on collecting resources and building structures.
- There will be two kind of resources : stone and wood. The buildings collecting these resources will cost stone and wood at construction. The structures to be built to address the disaster will also cost stone and wood.
- The player have to choose among 10 different structures (from Roman and Zimbabwean cultures) to face the disaster. Each structure built will contribute points to the player if adequate.
- The number of accumulated points will determine whether the player has won or lost the game.

- Time limit materialized by « days » (or « turns »)


D-30
0 /100
• Disaster type randomly set at the start of the game.
• The disaster is avoided and the game cleared if the **point** quota is reached.
• Flood
• Drought
• Human attack

D-30
0 /100
450
300
• 2 types of resources : wood and stone.

D-30
0 /100
450
300
• Stone.

D-30
0 /100
450
300
• Wood