

Designer story

Our application is a 2D simulation game in which the player manages a university campus. In this game you can build and develop your university, solve management tasks and monitor the needs of students. Simple instructions help to start the game without the need for prior preparation.

The playing field is a pixel-style map of the campus. The player places buildings of different types: academic buildings, dormitories, recreation and dining areas. These facilities affect the game's key indicator - student satisfaction. This indicator shows how well the player copes with management tasks and helps to make changes to achieve optimal results.

The budget in the game is limited, so it is important for the player to use funds wisely when constructing new buildings. The game interface shows the available finances and the number of objects built, helping to make informed decisions.

Throughout gameplay, players are faced with events which can have a positive, negative or neutral effect on satisfaction. Players can mitigate against them by adding, removing or relocating buildings to impact student satisfaction.

Each game round lasts five minutes, which corresponds to three years in game time. The player can pause the game as well as control the settings, including adjusting the sound. At the end of the round, a final screen appears with the results and the option to start a new round.

The game is adapted for different operating systems (Windows, Linux, Mac OS) and different screen sizes. It is suitable for users of all ages, including people with visual impairments.

This game offers a simple and straightforward management simulation that allows the player to try out the role of a campus manager and explore all aspects of university management.