

Game proposal: SiMiBuild

Name: Barbora Horňáková

Target audience: creative players who have the desire to build houses and / or community lots

Game type: creative, build

Target platforms: PC

Genre: build simulator

Number of Players: 1

Projected Release Date: never

High Concept Statement

Do you like playing The Sims but are tired of the limitations in the build/buy mode? Fear no more because our expansion is here to help. With The powerful building tools in SiMiBuild, you can create your wildest architectural dreams with no limits. Forget the mandatory grid, build the walls freely, or use the grid as an optional guide and helper. Don't you like the swatch of that one cute couch? No problem! SiMiBuild lets you separate the swatch from the furniture item so you can choose any and every pattern, color, or fabric that suits your build. Simply build your fantasy house or community lot, export it, place it into your The Sims game, and play in it as if it was built in-game (no additional mods needed). You can also share your creations, gain inspiration, or seek help from other players via our in-game Buildstagram. Let your imagination run free, and build your dreams with us!

Core Mechanics

build-> furnish -> share (-> live in)

Feature Set

- **Build**
 - Free build on a lot – the player can place walls, fences, and half walls, curved or straight, anywhere on the lot they are building without worrying about any kind of grid
- **Furnish**
 - Swatch maker – the player can choose any texture and colour from provided materials for any item they place on the lot, as well as import their own
 - Furniture reshaper – with this simple tool, the player can make slight alterations to in-game furniture pieces to suit the player's build
- **Share**
 - Buildstagram – the in-game social network lets the player share their builds with others and gain inspiration as well as ask for help in Buildstagram forums dedicated for the community to come together and help each other
- **Live in**
 - exporting - the player can export their creations and put them into The Sims game files to place in the live mode of any Sims game, and these builds will work with no problem in the official game

Player experience goals

- creativity => when constructing the concepts for builds
- freedom => when converting the concepts into an actual build
- community => when sharing players's passion with like-minded people

Team Roles

- **Coder** - everything
- **Artists** -concept, 3D, UI
- **Designer / Tester** - feature functionality, new packs compatibility
- **Moderator** – control the content posted on the forums

The Competition

Currently, there is no other game on the market offering the same set of mechanics our expansion offers. The main competitors are games that provide well-rounded build simulators such as The Sims itself, House Flipper, Paralives (not released yet), and some more indie games. Some mods for The Sims also provide build mode overhauls which inspired the creation of SiMiBuild. These include but are not limited to Better Build Buy and T.O.O.L. mod by TwistedMexi, as well as many Custom content creators with their amazing works.

Compelling aspects / USP

The game offers a one-of-a-kind building tools to provide creative outlets to many talented people. With the possibility of exporting the build into the official game, which builder would not love SiMiBuild?