Sample Virtual City Goals

Before developing the city, teams need to choose two goals and two
corresponding pieces of evidence from the list below or set their own:

SimCity Goal	SimCity Measurement
It is a green city	• Power source is wind or solar only • Sewage treatment plan is operational • Water filtration system in place (if needed for water pollution) • The city has a wave generator
Healthy, active, engaged citizens of all ages	• Excellent health facilities with low sickness, injury rates • 0 unemployment • At least two interconnected public transit options, used by citizens, with wait times less than 20 minutes • Happy citizens (100% satisfaction, green)
The city's population is highly educated	• Education level = 4 or higher • 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 plan 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 happy, healthy place to live and work	• Excellent health facilities with low sickness • Injury rates = 0 deaths • Less than 10% of population is sick/injured • Parks and recreation facilities (20% of Sims visiting) • Park with walking distance (4 to 5 blocks)
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 buildings burned down)