

Civic Buildings and Population Limit

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1. Civic Buildings

Stages:

1. Initial Construction - requires resources. Some resources are grindable; all are requestable/purchasable via the balloon payment dialog. When the building is fully constructed, it gives a +# to maximum population.

Item States:

- Under Construction state, click it to build it (energy sink). Also has mouseover text.
- Click to Finish state, click it to open balloon payment. Also has mouseover text.



- Finished state. Not clickable but has mouseover text.
2. Staffing - At a logical point, we unlock staffing for the building. Staff positions are requestable from friends or purchasable by hiring star birds for premium currency via the balloon payment dialog. We may occasionally have a grindable or special reward staffer. When the building is fully staffed, it gives a +# to maximum population.

Item States:

- Needs Staff state (shown by an indicator over building); click it to open balloon payment. Also has mouseover text.



- Staffed state. Not clickable but has mouseover text, which should show the staff.
3. Expansion (can implement later) - requires resources. Birdopolis is so busy that the build needs to be expanded to handle things. When the building is fully expanded, it gives a +# to maximum population.

Item States:

- Can Expand state (shown by an indicator over building), click it to start expanding it (energy sink). Also has mouseover text.
 - Click to Finish state, click it to open balloon payment. Also has mouseover text.
 - Finished state. Not clickable but has mouseover text, which should show the staff from stage 2, since this is still applicable.
4. More Staffing - like stage 2. When the building is fully staffed, it gives a +# to maximum population.
- Item States:

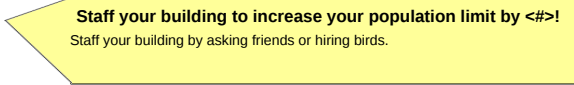
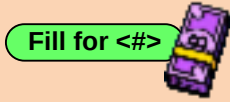
- Needs Staff state (shown by an indicator over building); click it to open balloon payment. Also has mouseover text.
 - Staffed state. Not clickable but has mouseover text, which should show the staff.
5. Stages 3 and 4 can be repeated as often as we can stand it.

1.1. Staffing Dialog



A maximum of 10 positions to be filled; at first will be far fewer. (For comparison, CityVille allows for up to 12 positions.)

Element	Description	Functionality
Staff Building	Dialog title	None.
	Close control.	None.

	Bird Character	None.
	Explanatory text. <#> is the amount max population will increase. Staff your building to increase your population limit by <#>! Staff your building by asking friends or hiring birds.	
	Open Position. See below for elements.	See below.
<position title>	Position title, like Post Office Chief. Each position will have a different title.	None.
	Generic position picture, used when position is not filled.	None.
	Button. <#> is the cost to fill the position (for each staffing dialog, this will be the same number for every position. Different staffing dialogs can have different numbers.	On click, if the player has sufficient premium currency, deduct the currency, fill the position with a star bird, and replace the Open Position with a Bird Filled Position. If the player does not have sufficient premium currency, open the Add Currency Dialog/Bird Bucks Tab.

	Button.	On click, open a request dialog where the user can request friends to fill the positions in the building. See below.
	Button. <#> is the total cost minus 1 (minimum value 1) of all open positions.	On click, if the player has sufficient premium currency, deduct the currency, fill all open position with a star bird, and replace the Open Position elements with Bird Filled Position elements. If the player does not have sufficient premium currency, open the Add Currency Dialog/Bird Bucks Tab.
	Friend Filled Position. See below for elements. The dialog initially has no friend filled positions but can gain these as the player takes action. Note that the same friend might fill more than one position, if the friend is requested more than once over time. (A player can send one request per day to a specific friend.)	See below.
<position title>	Position title, like Post Office Chief. Each position will have a different title.	None.
	Friend picture, used when position is filled by a friend.	None.
<name>	Friend's first name.	None.

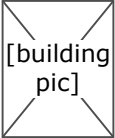
<position title>  <name>	Bird Filled Position. See below for elements. The dialog initially has no bird filled positions but can gain these as the player takes action. Note that the same bird might fill more than one position: if we don't have enough star birds to uniquely fill all the positions, we just cycle through the list of star birds again. Star Bird List: Carver Clarice Sully Millie Messi Professor Cappy Chandler Rick Wild Bill ???	See below.
<position title>	Position title, like Post Office Chief. Each position will have a different title.	None.
	Star bird picture, used when position is filled by a star bird.	None.
<name>	Star bird's name.	None.

1.2. Staffing Request Dialog

X

Select Friends

Ask Friends to Staff Building



[building pic]

[stateful]

☐ **Select All**

☐
<friend name>

☐
<friend name>

☐
<friend name>

☐
<friend name>

☐
<friend name>

☐
<friend name>

☐
<friend name>

☐
<friend name>

☐
<friend name>

☐
<friend name>

☐
<friend name>



Select friends

If you don't see a friend on this list, you've already sent them a request this day.

You can send a request to each friend once per day.

This is the request dialog, with Redmine issue 1781 assumed to be implemented.

The stateful button states are:

- No Friends Selected
- Send Request

2. Population Limit

2.1. Maximum Population Limits

Max Population limits the number of birds that can be in the yard. Resident birds always counts toward the population limit. The difference between the Max Population limit and the resident birds is the number of birds that can visit the yard. Max Pop also limits which birds will come to a yard: the Max Population of a yard must equal or exceed the bird's level. Example: The player is level 4 and has a Max Pop limit of 3. The level 4 birds, the American Goldfinch and the Common Grackle, although unlocked, will not come to the yard.

The initial limit for the game is X (2: one for Carver and one for a visiting bird).

The limit can be raised by:

- Building civic buildings.
- Staffing civic buildings.
- Rewards for selected, important goals.
- Other ways may be added later.

There needs to be nags to raise the limit; this is still under design but will likely be along the lines of preventing the more recent unlocked birds from going the yard at all. (A scheme that lets any bird go to the yard if it's under the limit means that players can just wait to get all the unlocked birds, which does do what we want.)

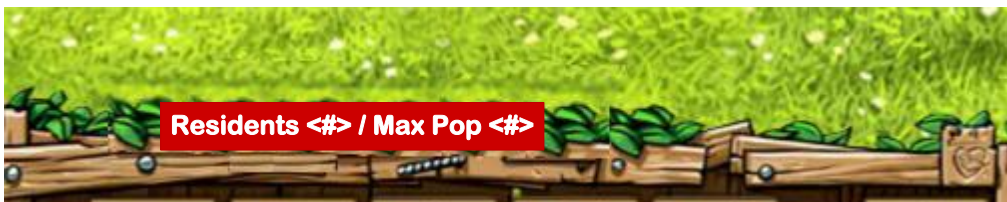
2.2. UI Additions/Changes

2.2.1. Population Indicators

Change:



To:



Mouseover State:



Text:

Resident Birds <#>

These birds live in your yard!

Visiting Birds <#>

These birds only visit your yard. Get to gold friendship and build them their own homes to make them residents!

Max. Population <#>

Your yards can't have more birds than your max population. Get civic buildings to raise your limit!

2.2.2. Bird Collection Dialog, Unspotted Bird Element

Change:



The binoculars are no longer needed, since spotting is being deemphasized. Instead, we show the Max Population limit (also the bird's level). We can enclose the limit with a sign invocative of a New England town sign.

2.2.3. Get this Bird -> Increase Population Dialog

When the player clicks Get Bird on the Bird Collections Dialog, if the player's Max. Population is insufficient for the bird to come to the yard, we show an Increase Population Dialog instead of the usual get-item dialog. (Also, when we do push dialogs for a bird, we show the Increase Population Dialog in steady of the get-item dialog if the player's Max. Population is insufficient for the bird to come to the yard.)



<name> The player's first name.

<#> The Max. Population limit the bird requires.

Get Civic Building 1) If there's any civic building on the map that has an outstanding balloon payment, scroll to that building and open the balloon payment. 2) If there's any

civic building on the map that is under construction, scroll to that building. 3) Otherwise, open the bird mall at the civic buildings category/tab.

2.3. Civic Buildings Raise Pop Limits

2.3.1. Initial Buildings

Notional Order	Civic Building	Action	Balloon Payment Details	Population Limit Increase
1	Post Office	Initial Construction	3 wood 5 nails 3 stone 2 paint	+3
2	Post Office	Staffing	Post Office Chief Air Mail Carrier Stamp Clerk	+2
3	Bird Hall	Initial Construction	5 wood 5 nails 5 stone 5 paint	+4
4	Bird Hall; Staffing	Staffing	City Manager Register of Seeds Squirrel Control Officer Tree Inspector	+3
5	Library	Initial Construction	2 wood 3 nails 4 stone 3 paint	+2
6	Library; Staffing	Staffing	Head Librarian Circulation Manager Help Desk Genius Archivist Branch Librarian	+3
7	Hall of Justice	Initial Construction	3 wood 2 nails 5 stone 2 paint	+3

8	Hall of Justice	Staffing	Chief Justice Air Traffic Judge Clerk of the Courts Court Marshall Bailiff Small Claims Judge Court Magistrate	+5
9	Sherriff's Office	Initial Construction	5 wood 5 nails 2 stone 2 paint	+3
10	Sherriff's Office	Staffing	Police Chief Deputy Police Chief Safety Inspector Patrol Officer Patrol Officer Patrol Officer Patrol Officer	+5
11	Fire Station	Initial Construction	5 wood 5 nails 2 stone 2 paint	+3
12	Fire Station	Staffing	Fire Marshall Deputy Fire Marshall Fire Safety Inspector Fire Alarm Technician Firefighter Firefighter Firefighter Firefighter	+5

2.3.2. Concepts for Additional Buildings

-	Dept. of Public AirWays	Initial Construction	(resources)	+?
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-	Dept. of Public AirWays	Staffing	DPAW Head Air Traffic Controller Air Traffic Controller Air Traffic Controller Weather Forecaster Flight Coordinator	+?
-	Cultural Center	Initial Construction	(resources)	+?
-	Cultural Center	Staffing	Center Director Event Manager (more staff)	+?
-	Seed Bank	Initial Construction	(resources)	+?
-	Seed Bank	Staffing	Executive Director Trustee Trustee Trustee Trustee Chief Scientist Conservation Manager	+?
-	Water Park	Initial Construction	(resources)	+?
-	Water Park	Staffing	Chief Water Officer Slide & Pool Technician (more staff)	+?
-	Solar Power Plant	Initial Construction	(resources)	+?
-	Solar Power Plant	Staffing	(staff)	+?
-	Water Works	Initial Construction	(resources)	+?
-	Water Works	Staffing	(staff)	+?
-	TV Station	Initial Construction	(resources)	+?
-	TV Station	Staffing	(staff)	+?
-	Recycling Center	Initial Construction	(resources)	+?

-	Recycling Center	Staffing	(staff)	+?
-	Weather Station	Initial Construction	(resources)	+?
-	Weather Station	Staffing	(staff)	+?
-	Observatory	Initial Construction	(resources)	+?
-	Observatory	Staffing	(staff)	+?
-	Research Lab	Initial Construction	(resources)	+?
-	Research Lab	Staffing	(staff)	+?