Tips when playing Lifecycle City

The game is designed as a discussion tool for educators to raise awareness of resource efficiency and life cycle assessment.

The game does not contain detailed data but is designed as a fun way of helping students to think about sustainability

- Try to build as much of the city as possible within 10 years through increasing your spending power. Your spending power will increase or decrease depending on the city's CO_2 equivalent, the population level and the health & happiness levels of the residents. There are no definitive answers to these increases or decreases but they are there to help you question and discuss why the levels may have changed and to do further research as a team or individually
- Read the comments below the city report at each stage and when you to help you decide what to purchase next.
- You can upgrade the items you have purchased in subsequent years; when tapping to upgrade read the text which is there to guide you.
- You can view your city in AR before moving on to the next year; tap to view in AR, when the square appears tap on this and your city will appear.
- Some upgrades will have a button "more info"; tap on this button to find out about the research that has been done within the "DARE" project.