**Engineering Technology
SIMCITY 3000**

GRADESHEET

NAME: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**GOAL**: Design and construct a virtual city with proper power, electricity, transportation, zoning, financing, ordinances, crime and fire control, education, and recreation that will bring sims to your city and keep them there. If done correctly, cities can reach a population of well over 100,000, even 1,000,000 if done over time. As the years go by, technologies will improve and you should begin to make money, but you will be faced with additional challenges and problems. Can you do it? Will you be a good mayor?

**GRADING**:

\_\_\_\_ <25,000 = 70pts.

\_\_\_ 35,000 = 75pts.

\_\_\_ 50,000 = 80pts.

\_\_\_ 75,000 = 85pts.

\_\_\_ 100,000 = 90pts.

\_\_\_ 150-200,000 = 100pts.

\_\_\_ >200,000 = 10pts extra credit