

Computer Design

	City Layout Criteria	0 (Points)	1 (Points)	2 (Points)	3 (Points)	4 (Points)	5 (Points)	Score
1	What are the property values within the city?	Majority (> 50%) of the city is "light red" - very low values	Majority (> 50%) of the city is "red" - low values	Majority (> 50%) of the city is "dark red" - low to medium values	Majority (> 50%) of the city is "dark green" - medium values	Majority (> 50%) of the city is "green" - medium to high values	Majority (> 50%) of the city is "light green" - high values	5
2	Is there adequate police coverage within the city?	Little (<50%) police coverage	Some (approx 50% to 95%) police coverage	Adequate (>95% to 99%) police coverage - not all populated areas covered	Complete (100%) police coverage - all populated areas covered			3
3	Is there adequate fire coverage within the city?	Little (<50%) fire coverage	Some (approx 50% to 95%) fire coverage	Adequate (>95% to 99%) fire coverage - not all populated areas covered	Complete (100%) fire coverage - all populated areas covered			3
4	Are there factories located in the city?	No factories	One (1) type of factory	Two (2) different types of factories	Three (3) different types of factories	Four (4) different types of factories	Five (5) or more different types of factories	5
5	Are there high-tech industries located in the city?	No high tech industries	One (1) type of high-tech industry	Two (2) different types of high-tech industry	Three (3) different types of high-tech industry	Four (4) different types of high-tech industry	Five (5) or more different types of high-tech industry	5
6	Are there agricultural areas located within the city?	No farms	One (1) or two (2) farms	Three (3) or four (4) farms	At least five (5) farms			3
7	Are there sufficient form(s) of garbage disposal for the city?	No forms of garbage disposal	One (1) form of garbage disposal	Two (2) forms of garbage disposal	Three (3) or more forms of garbage disposal			3
8	Is there a sufficient number of recycling facilities located within the city?	No recycling centers	One (1) or two (2) recycling centers	Three (3) or four (4) recycling centers	Five (5) or more recycling centers			3

Computer Design (continued)

	Social Services	0 (Points)	1 (Points)	2 (Points)	3 (Points)	4 (Points)	5 (Points)	Score
1	What is the average life expectancy of the Sims over the past 10 years?	Average life expectancy of 40 or below	Average life expectancy 40 to 49	Average life expectancy 50 to 69	Average life expectancy of at least 70			3
2	What is the average education level of the Sims over the past 10 years?	Average education level below 80	Average education level 80 to 119	Average education level 120 to 159	Average education level at least 160			3

	Energy and Pollution Criteria	0 (Points)	1 (Points)	2 (Points)	3 (Points)	4 (Points)	5 (Points)	Score
1	Is there power to all areas within the city?	Few areas (< 50%) have power	Some areas (approx. 50% to 95%) have power	Most areas (> 95% to 99%) have power	All (100%) areas have power			3
2	Is there water to all areas within the city?	Few areas (< 50%) have water	Some areas (approx. 50% to 95%) have water	Most areas (> 95% to 99%) have water	All (100%) areas have water			3
3	Is water pollution under control within the city?	Majority (> 50%) of the city is "red" - high water pollution	Majority (> 50%) of the city is "light red"	Majority (> 50%) of the city is "orange"	Majority (> 50%) of the city is "light orange"	Majority (> 50%) of the city is "yellow"	Majority (> 50%) of the city is "light yellow" - low water pollution	5
4	Is air pollution under control within the city?	Majority (> 50%) of the city is "red" - high air pollution	Majority (> 50%) of the city is "light red"	Majority (> 50%) of the city is "orange"	Majority (> 50%) of the city is "light orange"	Majority (> 50%) of the city is "yellow"	Majority (> 50%) of the city is "light yellow" - low air pollution	5

Computer Design (continued)

	Transportation Criteria	0 (Points)	1 (Points)	2 (Points)	3 (Points)	4 (Points)	5 (Points)	Score
1	Are the Sims using the following Public Transportation Systems? 1. Bus 2. Subway 3. Monorail 4. Passenger Train 5. Ferry	No public transportation systems	Sims using one (1) public transportation system	Sims using two (2) public transportation systems	Sims using three (3) public transportation systems	Sims using four (4) public transportation systems	Sims using all five (5) public transportation systems	5
2	Does the passenger train, bus, or subway system provide adequate coverage throughout the city?	No bus, passenger train, or subway system in the city	Bus, passenger train, or subway system covers only part (<50%) of the city	Bus, passenger train, or subway system covers most (>50%) of the city				2
3	What is the average commute time for the Sims over the past 10 years?	Commute time of 60 minutes or more	Commute time of 60 minutes or less	50 minutes or less	40 minutes or less	30 minutes or less		4
4	Are the Sims using the freight truck system?	No freight truck system used	Minimal freight truck system usage, majority (>50%) of usage "white"	Adequate freight truck system usage, majority (>50%) of usage "grey"	Significant freight truck system usage, majority (>50%) of usage "blue"			3
5	Are the Sims using the freight train system?	No freight train system used	Minimal freight train system usage, majority (>50%) of usage "white"	Adequate freight train system usage, majority (>50%) of usage "grey"	Significant freight train system usage, majority (>50%) of usage "blue"			3
6	Is there an airport in the city?	No airport is present	A landing strip is present	A small municipal airport is present	An international airport is present			3
7	Is there an seaport in the city?	No seaport present		A developed seaport is present				2

Computer Design (continued)

Recreation Criteria	0 (Points)	1 (Points)	2 (Points)	3 (Points)	4 (Points)	5 (Points)	Score
1 Are there different types of recreation areas within the city?	No recreation areas	One (1) to three (3) different types of recreation areas	Four (4) to six (6) different types of recreation areas	Seven (7) to Eleven (11) different types of recreation areas	Twelve (12) to fourteen (14) different types of recreation areas	Fifteen (15) different types of recreation areas	5
2 Have the Sims received any rewards?	No rewards	One (1) reward	Two (2) rewards	Three (3) rewards	Four (4) rewards	Five (5) or more rewards	5
							84

