



Game for Water Supply System Panning

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MASTER THESIS

Motivation

The aim of this thesis is to design and implement a web-based simulation game / a playful simulation in Unity^a which can be used as a decision support tool for water supply systems. Various planning alternatives with regard to security of supply, coverage of water requirements, life cycle costs, and resource conservation can be examined in the tool / game, taking into account changing factors such as socio-demographic and climatic developments. This thesis is in cooperation with the *Institute of Urban Water Management and Landscape Water Engineering*.

■ Inspiration: <https://sww-ssp.tugraz.at/>

^a<https://unity.com/>

Details

Goals

- Research of Simulation Games / Games as a Tool
- Design and Development of a Prototype (WebGL) in Unity
- Communication with Backend

Qualifications

- Interest in Games
- C#, Unity
- Web Development

Contact GameLab

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