

Lisp in Summer Projects Submission

Submission Date	2013-10-01 21:43:17
Full Name	José Santos Martins Pereira
Country	Portugal
Project Name	Common City
Type of software	gui app
General category	game
LISP dialect	Common Lisp
GitHub URL	https://github.com/jsmpereira/common-city
Did you start this project?	Yes, all the code is written by me
Project Description	I want to describe my project in this form.
Purpose	Simcity clone in Common Lisp
Function	Currently it is a sandbox construction game.
Motivation	It started with a group of web development guys with no game development experience getting together on sundays to make games. Basically trying to figure stuff out, each using their favourite programming language. Among Outrun, Wolfenstein 3D and others, Simcity was one of the games chosen.
Audience	Anyone who grew up playing Simcity and other great old-school games.
Methodology	<p>There was no clear method to the development. As mentioned, with no previous game development experience, the idea was to try and figure things out along the way.</p> <p>If there was a hint of a method was trying to get the Simcity feel of building structures and roads, railways, power lines. That was the actual driving force.</p>

It was also an opportunity to keep learning Common Lisp and explore further the lispbuilder-sdl API.

Conclusion

The current state of the project presents a basic sandbox for building structures. All the buildings and most of the construction functionality is present. Also a very basic UI.

Future work would include the implementation of the actual simulation.

There is also a lot of room for improvement of the codebase, as the primary concern was getting functionality out.

Build Instructions

```
* Install SDL and dependencies SDL_Image, SDL_Mixer,
SDL_TTF
* git clone https://github.com/jsmpereira/common-city.git
* (ql:quickload :common-city)
```

Test Instructions

No tests.

Execution Instructions

```
;; forgot to export the main function :/
(in-package :common-city)
(main)
```

Describe any bugs or caveats

There are some small bugs in the behaviour of roads, railways and power lines when intersecting. The CPU seems to spin a bit high, mostly because as mentioned, performance was not the primary concern at this stage.

Screen shots

□ [common-city.png](#)

Official

I have read rules and have abided by them.
I am 18 years of age or older.
I am not living in Brazil, Quebec, Saudi Arabia, Cuba, Iran, Myanmar (Burma), North Korea, Sudan, or Syria.