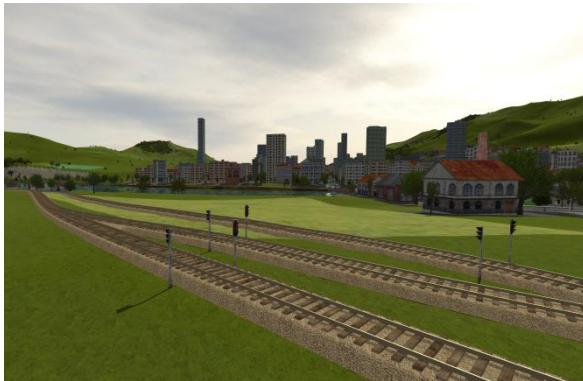# TRAIN FEVER

..the world's first transport simulation game exploiting *procedural modeling*

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Game Design

- 1900: Player chooses one community and becomes its transport delegate

- Player constructs buses, trains, ships and aircrafts

„Connect your community to the world!"
„Avoid traffic jams and ensure growth!"
„Become minister of transport!"

Motivation

Traffic jams, a major problem of every big city

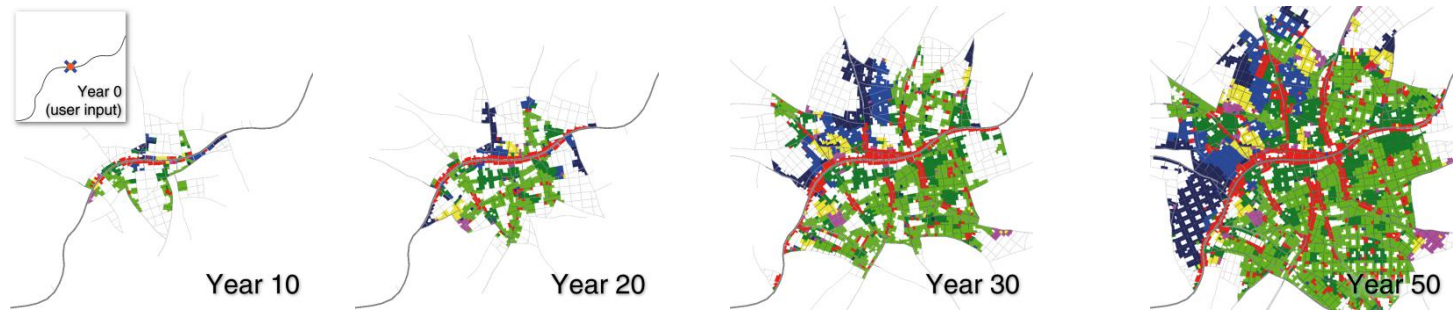**Transport Tycoon** (1994) and its huge fan community

Others RT 2

Market: E.g. Railroad Tycoon 2: 1.5 M Sales. x 80 ➘ CHF 120 M
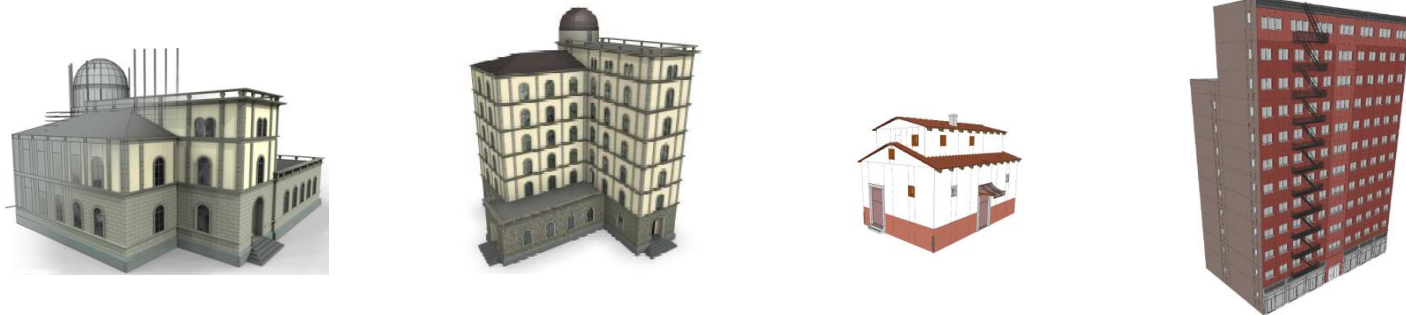
Technology

Interactive Geometric Simulation of 4D Cities

Eurographics 2009, Basil Weber, Pascal Mueller, Peter Wonka and Markus Gross

Procedural Modeling of Buildings

SIGGRAPH 2006, Pascal Mueller, Peter Wonka, Simon Haegler, Andreas Ulmer and Luc Van Gool

Technology Video

1900

Team

Name	Education	Function	
Urban Weber	MSc. ETH	Implementation	
Basil Weber	MSc. ETH	Implementation	
Fabian Graf	BA ZHDK	Game Design	
Michael Haerdi	Designer FH	Artist	
Manu Oehler	Qantm College	3D Artist	

Supported by

procedural
CityEngine 2009

ETH
Eidgenössische Technische Hochschule Zürich
Swiss Federal Institute of Technology Zurich

cgl computer graphics lab
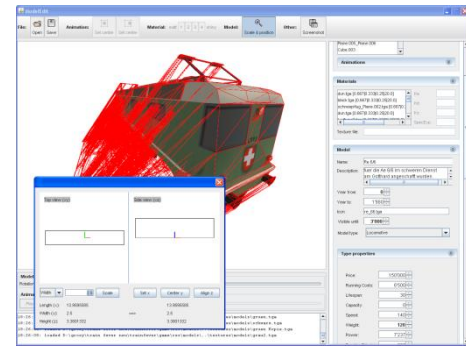
Achievements

- **Game engine** specialized on procedural modeling
  - Run-time shape grammar for buildings
  - Dynamic terrain (adaption of SOAR[1])
  - Model/asset animations (model editor)
  - HDR Lighting, Ambient occlusion (soon)

- ~~**TRAIN FEVER**~~ prototype almost finished
  - Realistic city simulation (> 25 cities)
  - Track builder mode including signals
  - Traffic/passenger simulation
  - Basic game-play

1: SOAR: Proceedings of IEEE Visualization 2001, pp. 363-370, 574, Lindstrom and Pascucci

Game-play video

Falsities and pitfalls

Time management

- First prototype release date: September 2008. Why?
  - Naivety (best-case vision vs. deadline)
  - Big tasks are very difficult to pre-plan
  - Avoid uncertainties!

Motivating people to work without salary

- How much commitment can be demanded for free?
  - Concentrate on the most motivated people

Market contact

- Rather late in our case

Outlook

Very soon: Prototype ready

- Game-play finalization and balancing
- Improved rendering (ambient occlusion, ..)

2010: Publisher and financing

- Close a publisher contract
- Ensure financing until end of 2011

End of 2011: Release

- Goal: At least 50'000 sales

Acknowledgements

- Pascal Mueller, CEO Procedural Inc.

- Dominik Tarolli, COO Procedural Inc.

- Prof. Dr. Markus Gross, ETH Computer Graphics Lab

- IGDA Switzerland founding members

Thank you for your attention!