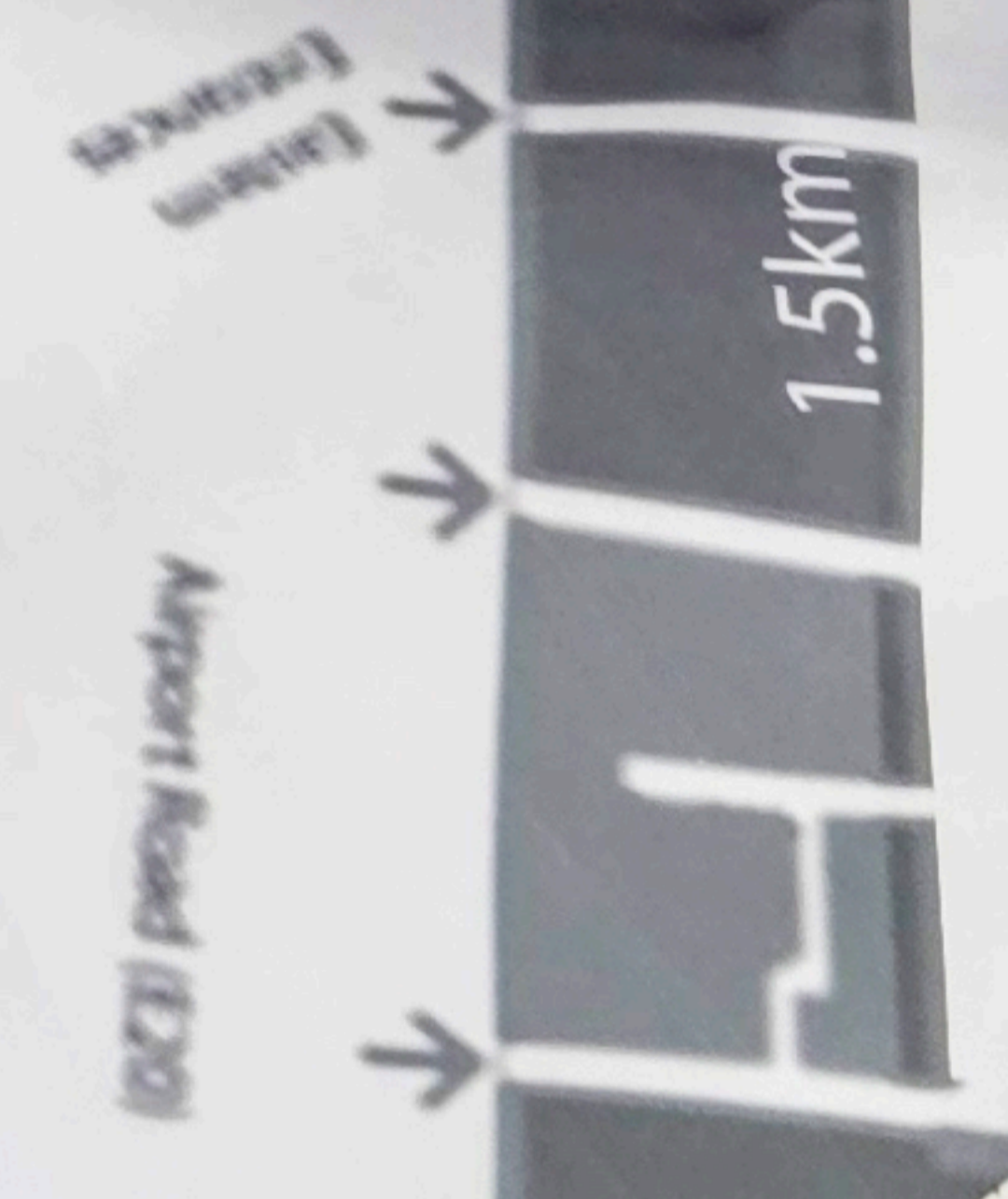




hospital
bank
school
library
community center
residence
city station
mall / shopping market
public stadium
government



Designer Roles and Goals
1. **Mobility Designer**
Primary Goal: Create a sustainable, efficient, and accessible transportation system.
Specific Objectives:
• Design bike lanes, pedestrian paths, and transit stations for public transportation (e.g., bus, train).
• Maximize traffic capacity by reducing congestion and improving flow.
• Minimize travel time and ensure accessibility for all, including people with disabilities.

2. **Urban Designer**
Primary Goal: Ensure the neighborhood grows in a sustainable, livable, and equitable way.
Specific Objectives:
• Plan spaces for diverse commercial, public, and residential uses.
• Maximize land use efficiency and encourage pedestrian-friendly design.
• Create a vibrant, appealing design that fosters community interaction.

3. **Green Energy Specialist**
Primary Goal: Promote the adoption of sustainable energy sources and reduce environmental impact.
Specific Objectives:
• Implement renewable energy solutions (e.g., solar panels, wind turbines) and reduce energy consumption.
• Encourage energy-efficient practices (e.g., LED lighting, smart meters).
• Integrate green infrastructure (e.g., green roofs, urban farms) to improve air quality and reduce energy usage.