

ABSTRACT

5 Provided is a method for controlling a computer,
etc., which makes it possible to improve the usability of
city building games. The computer is provided with a
storage unit configured to store game contents arranged
within a game space, positions of the game contents, and
a template defining positions of one or more of game
contents, and progresses a game by arranging the game
10 contents within the game space based on a command by a
player. The method includes when the template is applied
to a predetermined area within the game space based on
the command by the player, moving, by the computer, the
game contents arranged within the game space to the
15 positions of the game contents defined by the template.