Theme

Your life is currency

Ideas

* Arena brawler where you take off parts of your body to use as weapon
* Instagram-esque simulation game where you take steroids, party drugs etc to get Instagram followers with the aim to maximise the amount you can get in life
* Radiation clean-up squad. The longer you stay in the effected zone the more radiation damage you take but the more you can collect

Selected idea:

* Radiation clean-up/treasure hunting game
* It’s a top down 3d-ish exploration game where you “volunteer” as a liquidator
* You are a citizen of a soviet style people’s republic and there has been a Chernobyl like incident.
* The idea is that you are free to go back into the radiation zones as much as you want but your time is limited by the impacts of radiation exposure that will kill if you stay too long
* You can “retire” from the task but the longer you stay in the more money you can get when you return to the de-contamination point.
* You need to return to make the money
* You can choose to retire with the money or buy supplies, radiation suits, extra radiation bags, vodka, knives, rifles, lead sheets, torch, Geiger counters etc. from the supply store
* You can also choose to talk to the doctor after each mission to get information on your radiation levels
* You’re limited to only going in the day time originally but the further you head into the zone the more radiation you receive
* As you get a torch you can go in during the night
* There are animals scattered around that you will need to exterminate if possible as they are contaminated.
* You have lead bags that you can shovel the dust into
* You have a limited amount of bags
* The aim of the game is to make the most amount of money while not receiving too high a dose such that you die
* Costs money to go the doctor to tell you how much radiation you have received
* You can buy a dosimeter but this is quite expensive
* You’re limited to a crude map to work out the high radiation zones

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