Game Concept:

A wave based RTS based around social media where the “enemies” are controversies, dislikes, and burnout

Gameplay:

The game starts off with a server farm and 3 people, you need to collect steel (possibly more resources) to build more buildings. The idea is you build internet cafes to get likes and money, and some sort of content creator/influencer area to create content for creation. The amount of money you have allows you to hire units to defend your base against hostile enemies with likes allow you to upgrade units, the amount of content created increases your amount of likes and money. Oil/Solar panels allow you to power your base to keep generating content and consumption of it.

Resources:

* Likes – Allow for better units to be created (More likes decrease the damage of burnout)
* Energy – Created from oil and Solar panels – power your base
* Money – Allow you to buy units
* Steel – Allows you to build buildings.

Units:

* Ally:
  + PR – defeats controversies
  + Not sure how to defeat dislikes - but some mob will be here
  + Motivational Speakers – Defeats Burnout
  + Workers – Build and collect resources
  + Content Creators – Create content allowing for the creation of money and likes
  + Content Consumers – Possibly could be workers – consume content generating likes and money
  + Enemy:
  + Burnout- Possibly some kind of ranged mage
  + Controversies – Fast pace mob moving fast
  + Dislikes - Melee

Buildings:

* Solar Panels
* Power plant
* Server Farm
* Internet Café
* Fire Wall - Defensive wall(Actually fire)
* Content creation center