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# 

# Overview

A new disease ravaged the world. It was slow at first only, infecting the country side, then the cities, then the world. They called this disease Otitis Magnus Fulmen Arenosum Fatuitas Epiglottidis. Totally a real disease, it might have destroyed the world in about fifteen days, Today is day seventeen. Good thing you found this nice bunker in crazy old man Kirkpatrick’s yard. Oh Noes! It is need in need of repair! You must gather supplies and find others to help you survive. It would also be nice to maybe find people who might be able to help say get rid of this so horrid disease and maybe some to help rebuild humanity?

This is a resource management sim set in a post-apocalyptic world where you must manage, repair, and scavenge to keep going. Finding other survivors that are helpful to help with task such as search and discover things, such as things! But first, you broke the door to get in, and the Atmospheric water generator, and also the air filtration system which is kind of need to clean the air and push moisture from the into the water generator, super sciences, so you can grow food in hydroponic farm you must build and keep it running.

# Win/Lose

The way to win at this stage is to survive long enough till someone finds a cure.

To lose is by not keeping up with repairs and your NPC helpers die.

Now to the Living Document Part 2

# Programming

## Stage 1

Camera operations:

Camera description goes here

Placed Objects:

Place new functions and priceless junk.

Place Helper NPCS:

Send out party to Adventure!

## Stage 2

# Art

## Stage 1

The Bunker

People sprites

Ground/ foreground

A dog

Room stuff:

Beds

Tools

Planters

Machinery

UI resource counter

NPC text feedback.

## Stage 2

# NPC People Helpers

## Stage 1

The Beat Boxer MC Beaty mc beat

Engineers

Farmer

Chemist/scientist

# Sound

## Stage 1

Background music looped

Ambient sounds

Machine sounds

# Post-video