No plot, just Arena!

OpenWorld 2D SideScroller.

Worlds are divided into “Zones”, the Player crash lands in the starting Zone.

After a “brief” cinematic? The player picks up his/her gun and starts progressing towards the town.

Concepts:

The game is Alive.  
There are Factions constantly at War with one another, and it is the Players job to help his Colony survive.

Currently the Synthetics have a strong Foothold on some of the surrounding continents and their Reach is growing. The player must “using a map” send squads to forage for food, place patrols, send guards and help reclaim the land.

When a unit dies, that’s it…it dies.  
It is encouraged to save often as the player only has one life.  
Autosaves will be a feature that can be toggled.

When an NPC dies, it’s dead. The only way to gain new NPC’s is to wait for immigrants/refugees to join the colonies.

NPC’s however can be “rescued”, a downed NPC has a Timer before it becomes dead.

The player will have a series of tasks ahead of him/her. In order to secure ammunition, weapons factories will need to be ransacked, bots destroyed for parts etc. When an enemy weapons plant is discovered, schematics for building one can be uncovered for a steady supply of ammo.  
  
  
  
  
Start Simple…

Your goal is to escape holding Cell?

Lets Break it down:

What is the Goal:

To Defeat the AI Menace.

What CAN you the Player do to accomplish that goal?

* Kill Enemies
  + How?
    - With Weapons Gadgets, and Ally AI.
      * Weapons:
        + Guns
      * Gadgets:
        + Grenades
        + Mines
        + Etc
      * Ally AI
* Secure Zones
  + How?
    - Construct Turrets
    - Send Patrols
    - Send Gaurds

Sample Plots:

[Chip] everyone wants.  
Merc framed on mission.  
Merc botched run.

You get a call from someone to meet them at the local “pub”