

Gwen

Buns Den design doc

Map:

- 2d isometric tile map

- Forms and fall around a radius of the player (similar to fog):

 - Possible to remove might detract from experiencing the game

- Your own town is customizable.

- You may visit and trade with other towns (maybe by completing a dungeon / traveling through a forest)

- Could build roads to places you've traveled to if you invest

Procedural Forests, Caves, Hells

Mechanics:

- Two parts:

 - Farm within the kingdom manage the villagers

 - Collect resources not found within your kingdom

- Each death replaces the bunny with a new one

- Combat:

 - Controller only gameplay

 - Right stick could control melee in combat??

 - Maybe Magic gameplay instead?

 - Spells that cover tiles, follow enemies, travel in a line etc

Story:

- Small bunny grabbed from the woods put as Regent of a kingdom

- Bunnies because how replaceable they are

 - Expected to die over n over n over (how replaceable leaders are)

- Each bunny is viscous and excited to murder

 - Throws the player for a curveball seeing cute managerial game

 - But has to eviscerate others to provide for the cute village