---- Game Name ----

The general idea is to create an open-world like survival game, where your character moves through terrain, interact with many enemies, leveling up not only yourself, but game-items/pets and possible other stuff.

The world should be top-down, where the lore is a nuked, radiated world, resulting in many wired creatures, that either are (mostly) enemies, but also friendly ones, giving advantages and new mechanics in the game.

**Genre:** It’s a survival adventure RPG focused on leveling up in a post-apocalyptic open-like world.

**Target Audience:** Young people (pupils/students) looking for a relaxing, progression-based adventure game with always increasing new features and experience.

**Gameplay:**

In a top-down open-like world you can move with “wasd” and interact with generated terrain.