

Idle Cargo Game Concept Document

Genre:

- Causal Idle Game

Target Audience:

- Myself
- People who enjoy the idea of managing systems but don't want to deal with all the intricate details.

Most Compelling Features:

1. Randomly Generated World (setting, earth-like planet)
2. Real Economy Based on Supply / Demand
3. Exploration though finding new areas of the planet
4. Upgrade System to your ship
5. Possibly Many Ships that have independent trade routes.

Market Information:

- Unknown

Cost and Time to Develop:

Cost - Less Rocket League

Time to Develop - 2 hours per day, 3 days per week. Target 8 weeks total (48 total hours)