

- 1) Name of the game
  - a) Ameliorate
- 2) Game genre (RPG, strategy, adventure, or action/adventure, etc)
  - a) Strategy & Simulation - Augmented Reality (GPS) & MMO
- 3) Short Story. Must be equal to or greater than 150 words (probably needs to be longer). Be sure it contains the 3 pillars.
  - a) Plot. Main objective/goal. Be descriptive! (more than just "save the princess")
    - i) The player will be represented as a avatar in the middle of the screen ontop of real life map data (from OpenStreetMap). There is an image from a game i played called Orna to represent an example of my idea for the basic interface. The player will move around the game world by moving the gps location on the game device itself. As the player moves they will come into empty land where they can build new structures/buildings. These buildings will fall under 5 general categories - Residential, Commercial, Industrial, Civil, & Special. Each of these categories will subdivided themselves, such as: Residential having primitave, low, middle, high, & elite. Buildings will generate their own supply and demands, such consuming electricity and food, and producing waste and population.
    - ii) If I could fully develop the game, i would like it to include strategy elements where you have to build walls and defences to protect against barbarians, and possibly even creating a turn-based combat system.
  - b) Characters. Who are they?
    - i) Protagonist - You, the main character. You are one of the few to have any money, resources, and power left after all that has happened. In the past people in your position would have used their power to attack, raid and steal from others. But now, in this new era, it is time to end those violent ways and start to rebuild.
    - ii) Antagonists - Barbarians, Uncivilized thugs who want to stop your progress to rebuild and regrow.
    - iii) People - The normal every day citizens living/working in your towns & structures.
    - iv) Criminals - The bad guys within your civilians who cause problems.
  - c) Lore. Be sure the lore includes the world environment (theme, location, etc) and character challenges, interactions and conflicts.
    - i) The world's civilizations have just been destroyed by nuclear warfare followed by local governments fighting each other until all of the worlds resources were gone, leaving behind the only the old worlds roadways and passageways. It is in this environment, with nothing to left and nothing to fight for that people are ready to rebuild and move on to a new

world. You are one of only a handful of individuals lucky enough to have the resources, knowledge, and ingenuity to help humanity rebuild and regrow.

