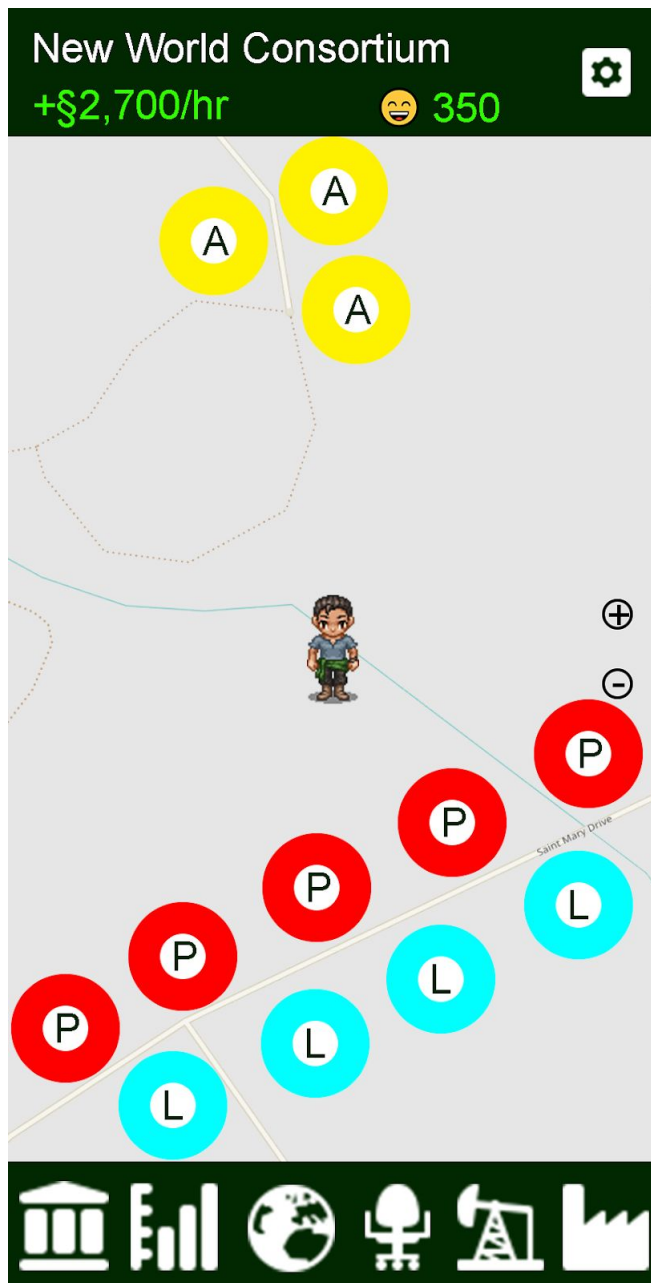


- 1) Game Overview and Story - Story/storyline of your game. Introduce story, characters, theme, setting, and environment. Include major objective/goal of the game.
 - a) The player will be represented as a avatar in the middle of the screen on top of real life map data (from OpenStreetMap). The player will move ingame by moving in real life, and as the player moves they can build new buildings & structures. These buildings will fall under 5 general categories - Residential, Commercial, Industrial, Civil, & Special. Each of these categories will subdivided themselves, such as: Residential having primitive, low, middle, high, & elite. Buildings will generate their own supply and demands, such consuming electricity and food, and producing waste and population. The main objective is to grow your company as large as you can.
 - b) 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.
- 2) Game Genre -
 - a) Strategy & Simulation with Augmented Reality.
- 3) Characters. Short description of the player character, and 1 or 2 enemies/encounters.
 - a) Protagonist - You, the player. Each player is one of 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.
 - b) Antagonists - Barbarians, Uncivilized thugs who want to stop your progress civilization. They will attack unprotected buildings.
 - c) People - The normal everyday citizens who are living in your towns and working in your businesses. They make you money through taxes and keeping them happy is important to productivity and growth.
 - d) Criminals - The bad guys within your civilians who cause problems. In small numbers they just cause minor problems such as loss of resources, but in larger numbers they can cause major problems such as lowering moral, causing unrest, damaging and even destroying buildings.
- 4) Environment. What is the theme/setting:
 - a) The world's civilizations have been destroyed by nuclear warfare followed by years of local warlords and militias fighting each other for whatever was left, until all of the worlds manufactured resources were gone, leaving behind the only the survivors and the old worlds passageways. With nothing left to loose and tired of constantly fighting, people are finally 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.

- 5) Gameplay. Specify the rules if any and how the game is played. Describe a scenario of a major game level (not tutorial) or quest.
- a) The player cannot move their ingame character without moving the gps location of the device which they are playing on. The player may build a structure on any piece of land which they are currently standing on as long as it is not already occupied by another structure. Each structure consumes and produces different resources, which must be produced by human players.
- 6) Concept Art. One hand drawn screen shot of your game. (You may use digital imaging software such as Photoshop if you want)



Screenshot External Resources:

<https://emojipedia.org/grinning-face-with-smiling-eyes/>

<https://www.hiddenone-sprites.com/resource-blog/hine-sprites-human-husbands>

<https://www.webhostinghub.com/glyphs/>

<https://www.openstreetmap.org/>

Inspirations: Orna: Geo-RPG;
Resources - GPS MMO Game;
StarPeace Online;
SimCity