**Ascension GDD**

**High concept:**

A resource management game where the player is a God that is still earthbound. The object is to collect enough faith to ascend.

**Basic gameplay:**

The player controls one character directly (at first). The character is the chosen God. Interactions with other characters should convince them to worship the player and give options for indirect (or later even direct) control over their actions. Interactions with the environment are more Sims-style, where there’s resource management, research and building.

Non-player characters are completely autonomous. If they believe in a God, that God might influence their goals and actions. Otherwise, they just go about their business.

**Most basic version of the game:**

The player can issue basic controls to the main character. Other characters are static. Player can interact with the other characters to raise their faith score. Once a certain threshold of faith is reached, the player can ascend, using the stored faith points.

**Camera and controls:**

Moving the mouse to the edge of the screen moves the camera, scroll button zooms in or out. Player can click on the main character to select it. With a selected character, right click moves to the clicked location, left click interacts with an object.

**UI**

UI has a sidebar with a Faith counter and a button to Ascend. The button is greyed out at first but lights up when Ascension is possible.

**Environment**

In this version the environment is empty. (later: add terrain, plants, food, resources etc., also, line of sight)

**Characters**

Characters can be interacted with to raise their faith level. Faith determines the total speed that faith is added to the meter.

**Graphical style**

None yet.