# **Idea for Badlands:**

A top down view game, with 3d models but an almost 2d view of the world.

You start out in the middle of the map, where you have a small camp. It’s set in the 1900s and the story behind it is that the middle of the map is safe, and the further you go out, the more irradiated the area is, and the more dangerous and mutated the creatures you encounter will be. The very outer part of the map is so dangerous that it functions as a border you can’t pass. In this part of the map, there ill be enemies that are so dangerous, they can kill you really fast, but if you decide to turn around and run from the edge of the map you’ll be able to escape them.

The severity of radiation will be indicated by background noise.