

# God idea

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## The Mushroom Gods

### 2 modes

#### Out of combat (Civ like)

- minigame/events to gain worshippers
- upgrading/spending
- exploring
- tile system
- expanding starting city, grows in tech and size
- village tier system

villagers/second

#### In combat (turn based)

- fire emblem like
- 2 "planes" gods/worshippers
- god can "descend"
- god is forced when worshippers die

#### Start off small

- small village
- unpopular gods in starting area
- slowly conquer local gods
- as your area gets larger, enemy gods get larger
- villager tech progression

Starting gods:

- "name" +
- god of mushrooms
  - god of paint
  - god of forks
  - god of shoes

- god of ducks

choose one to start

list of god names randomly chosen from

mid level

- god of hounds
- god of music/jazz
- god of love
- god of smiths

High level gods

- fire, water, nature, lightning

Village "shop"

- Buildings: Supplies
  - alter: more praise points
  - housing
  - resource generating
  - research/tech

- "Godliness upgrades":
  - for self
  - for units

Praise Points: out of combat

Supplier: out of combat

"mana": in combat

Target: "us" 16+ average  
strategy  
gamer

Genre: Strategy, construction/resource  
management simulator

Civ/fire emblem/risk/sim city

Progression of village themes

village → stone → castles

Gated progression area

- timer, if you don't challenge  
another god in time, they challenge  
you

Tier "checkpoints" low, mid, high

- villages you take over are always  
a benefit