NOT-SO-DEEP LEARNING
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HIGH CONCEPT
Play as the leader of a group of loyal but rather unintelligent AIs, your job is to escort these baby artificial intelligences through various courses and (hopefully) train them into becoming at least a little more aware of how to navigate through their surroundings without actively getting into danger.

FEATURES
- The AIs you control only do exactly as you tell them to do, even if it leads to their death.
- Focus on crowd control, as you can only issue commands to everyone at once.
- Players gain new commands to issue the AIs as the game progresses.
- Hate escort missions? Look elsewhere, this entire game is an escort mission.
- Lemmings-style gameplay with a first-person take is a novel experience for players.

AI ELEMENTS USED
- Pathfinding
- Vector Motion
- Finite State Machines
- Graph Theory
- Crowds & Flocking

PLAYER MOTIVATION
The player is tasked with managing a large group of AIs but only being able to issue commands to the group instead of the individual, making crowd control a paramount.

GENRE
First person, Puzzle

TARGET CUSTOMER
Enjoyers of games such as Clonk and Lemmings, but modernized as there are not a lot of games in these genres later into the 2000s, let alone the 2020s.

TARGET HARDWARE
PC

DESIGN GOALS
- Easy readability, simple graphics but with animated expressions makes it clear what is happening at a given moment.
- Replayability, redoing levels in order to make it to the finish without any of the AIs being terminated may prove to be a challenge for more experienced players
- Pick up and play nature, besides the first person controls the player simply cycles through the commands with the scroll wheel and clicks to issue commands.