**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.