Pestis, conquer evolve dominate.

Bigger number better

Customizable rats

Short story intro:

* ~10-15 seconds
* ~6 panel story board
* Speech bubbles/ VA
* Pan over to simulate movement
* Do this last

Gameplay Trailer: 1 minute

* Rat sprites
* POIs
* Rat battling
* Battle strategies
* Taking over the map
* Cheese

Technical: 3 – 3:30 minutes

* population
  + Each population is machine learning
  + Show population curves over time and cheese
  + How many features the model takes
  + Show rats growing time lapse by messing with numbers in separate branch
* Evolution
  + Machine learning algorithm
  + Show them selection evolutions
  + Show passive evolutions showing up
  + Graph
  + Show growth
* Rat movement/rendering
  + Show a branch with millions of rats potentially
  + Performance data
* Networking
  + Network performance data
* Map generation
  + Voronoi, random walk, automata
  + Procedural generation
  + Map evolution
  + Custom tile set
* Assets
  + Rat combinations
  + 1000 combinations of rat sprites

Story Scripts:

Gameplay script:

Technical script: