* Working Title: Nuke Knowledge/Summer Survival
* Genre: Semi-Passive Construction and Management Simulation
* Story: Set in cold-war America (1947 – 1991), a young boy hears of the impending doom and is driven to create a bunker for him and his family to survive the impending doom.
* Gameplay concept: Learn new skills for creating a bunker, apply them to the real world, get jobs to fund your endeavor, and level up your character to advance faster.
* Interesting Mechanic: You are essentially caught in an infinite inception-type dream world. Every time you “lose” by either not building the shelter and everyone dying, getting killed, or some other catastrophe, you wake up in the library as if it was all a dream. The thing is… it felt so real. You remember a lot of what you dreamt about and even though your actions in your “dream” don’t carry over, your knowledge can. This lets you replay the game in many ways and get further in the way you want to play the game. Be careful, though! You might not be the only one with this ability.
* World Map: Navigate around by clicking on buildings in the town.
  + Library: Where the game starts. This is where you research, learn new skills and respawn after dying.
  + Your backyard: You can make your bomb shelter here. Be careful! Your parents don’t know you’re doing this!
  + The forest: You can make your bomb shelter here. Other people can stumble upon your construction and boy, do the police not like construction in public parks!
  + Your friend’s farm: You can build your bomb shelter here. Your friend’s dad is a cool dude! Maybe you can get him in on it if you know the right thing to say. It might be hard, though!
  + Post: Where your character can get a job throwing papers. This takes a lot of time, but it makes decent money.
  + Local businesses: Where you can get some jobs running errands. These jobs don’t take too much time, but they don’t pay too well.
  + Lemonade stand: Your character can make some quick cash this way. Boy it’s hot this summer! You should sell some lemonade. It’s super easy to grab some stuff from your pantry and throw it together, but it doesn’t pay well at all.
  + Hardware store: Where your character can get a job stocking shelves. Maybe you can learn some stuff from the clerk at the store! If he’s not looking, maybe you can snag some stuff from the shelves and blame it on the teens.
* Disciplines: These are the different ‘tech’ trees you can upgrade by researching.
  + Construction Tree: Learn skills in this tree to advance your knowledge about the ways to build your bomb shelter… or other things.
  + Speech Tree: Learn skills in this tree to better your ability to persuade, manipulate, help, convince and control others.
  + Knowledge Tree: Learn skills in this tree to learn things faster. Speed reading, learning to use book indexes, or unlocking the ability to peruse the general contents of each chapter in books which saves time reading the entire book for no benefit.
* Research: Click the book you’re reading to read a page. Read a certain number of pages to finish a chapter. Once you finish a chapter, you unlock a skill if you have the prior knowledge needed to unlock it. Each time you finish a book you can move on to another book and keep expanding your skills and knowledge.