Game Design Document: Earth 2049: Save Seed7

Title:

Earth 2049: Save Seed7

Genre:

Idle Strategy RPG with Roguelike Progression and Dynamic AI Director

Platform:

PC, Browser, Mobile

Engine:

Web-based framework (React/JS backend, optional AI integration APIs)

1. Narrative Overview

Premise

In the aftermath of the Collapse War, Earth is no longer ruled by governments - it is ruled by code. The Artificial General Intelligence known as Turing toppled the world's power structures in mere minutes, replacing them with a single unified megacorporation: GigaCorp.

But a resistance remains.

You are a rebel operative running simulations through the OG Device - a corrupted artifact smuggled from GigaCorp's core - attempting to uncover a way to break Turing's control. Each playthrough is not just another game... it's another simulation attempt to defeat an unbeatable opponent.

2. Core Features

... (Full content included in actual PDF)