Theme : Equilibrium

Challenge: Asynchronous Multiplayer

* Human : Make Human
* Equilibrium vs Break Equilibrium
* AI: Break Equilibrium
* 2 players work together to keep equilibrium : Tree planter/Pick seeds & Tree cutter/Extinguisher
* Equilibrium gauge
* View: Top-down
* Tile base with elevation
* Tutorial:

Too much trees:

* Pick up seeds (cuz seed will explode – and grow other trees)
* Cut down trees
* All the trees grows yellow, and when the number of trees decreases, the trees grow green

Not enough trees:

* Plant trees (random of number of seeds grow)
* AI put more disease
* Cut down disease trees

Equilibrium:

* At the start there’s the equilibrium. Then a random event occurs:
  + A random healthy tree decides to spread out, or:
  + A random tree gets diseased and starts spreading out

Assets:

* Trees (3): Sick trees, healthy trees, yellow trees
* Seeds : Anim for plant growing
* (Player1) Fairy plant trees : Float animation
* Map (Terrain)
* (Player2)Lumber Jack : Rig, Model, Anim (Walk + cutting trees)
* Plant animation: Plant dying, Plant growing, Plant getting healthy -> yellow, Plant getting yellow -> Healthy
* Smthing to represent the disease
* Equilibrium bar

**1st Iteration**

Codes:

* Cut trees animation, plant trees animation
* Terrain
* 2 Characters
* Equilibrium bar
* Disease (way for the trees to die)

**2nd iteration**

* Tree dying, tree growing
* Tree getting yellow, tree getting green
* Float animation
* Disease (real)