

The idea for my game is a simple, top-down resource gathering and management game. The main objective will consist of the player sending out "drones" to collect a resource and deciding how to upgrade their base, drones, and expand their domain once they have collected a certain amount. There will be AI drones that will try to collect resources and who will try to stop your drones from succeeding. The ultimate goal is to gather enough resources to take over their domain or overwhelm their drones with your own.