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March 11, 2019

1 Notes

1.1 What is the premise of our game?

1. The player is in charge of preparing a city for nuclear war; the goal is to ensure the survival of as much of the population as possible.
2. Resources must be managed and relocated, infrastructure must be prepared, and the population must be prepared and controlled.
3. The player does not know exactly when the bombs will drop, but news bulletins will be delivered that indicate the likelihood of imminent war.
4. The player must balance preparation with civil unrest.
 - (a) If the player institutes provocative measures without suitably dark news, the population may resist or become frightened.
 - (b) Civil unrest significantly hinders the players ability to adequately prepare.

1.2 What kind of game are we making?

1. turn-based
2. grid-based
 - (a) 2D
3. rogue-like
 - (a) the game is short and once it's done, it's done
4. procedurally generated
 - (a) random game-end time
 - (b) random city layout
 - i. random resource placement
 - ii. random buildings

1.3 What is the gameplay?

1. moving resources
 - (a) infrastructure health determines the speed and efficiency of shipping
 - (b) resources can be moved from less secure locations to more secure locations
 - (c) resources can be more strategically located across the city
 - (d) hastily moving resources can cause civil unrest

- i. the population may take exception to emptying the grocery stores
- 2. modify infrastructure
 - (a) roads can be blocked or designated for limited use
 - (b) buildings can be fortified
 - (c) manage water and power
 - i. being too hasty can cause civil unrest
 - ii. may impact ability to prepare
- 3. interact with population
 - (a) broadcast PSAs
 - (b) institute directives
 - i. rationing
 - ii. limited movement
 - (c) censorship
 - i. protect population from troubling information
 - A. maintain current level of happiness
 - ii. civilian discovery of censorship dramatically decreases happiness
 - (d) manage happiness
 - i. maintaining normalcy stabilizes happiness
 - ii. directives decrease happiness