

# Project Pitch

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Emm Oriold

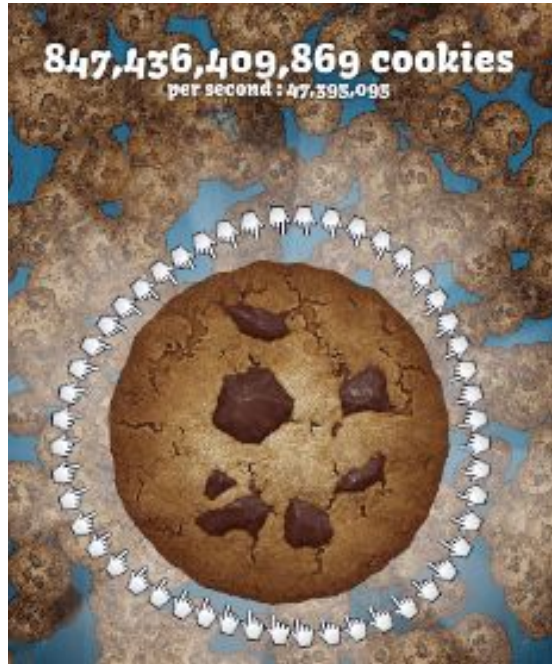
# Mindless Number Increment Games

AKA:

- Incremental Games
- Idle Games
- Clicker Games
- Etc.



# Inspirations



# The simplest





A bit more to it



My personal favorite

# Danganronpa 2

GOODBYE DESPAIR



**Construct**



**Goal**



**Tools**



**Consumables**



**Processed Goods**



## Task List

## Owned

Rope	1
Hot Water	0
Wood	0
Iron Plate	0
Golden Plate	3
Jabba Alloy	0
AI Chip	0
Saw	0
Black Flower	0
Fresh Sashimi	0

A handy construction material made from raw materials.

## Materials

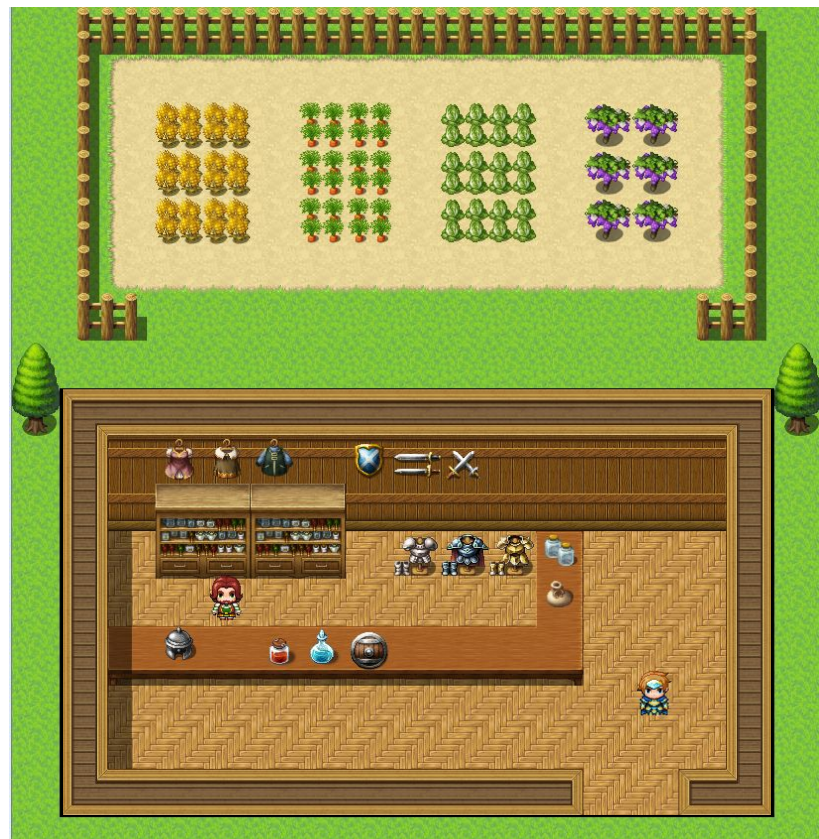
## Owned / Needed

Iron	43 / 2
Hammer	25 / 1

**Construct**



# So What?



# Questions?

- Incremental Game
- RPG Shop (My idea for a theme, doesn't have to be final)
- Possibly send workers to get resources (Like DR Island Mode)
- Possibly grow different plants like Plantera
- Combine resources to construct the different items to sell
- More ideas are welcome

