**Hero Simulation / Management Brainstorm**(NEEDS ORGANIZED, FOR NOT IT’S AN ASSORTMENT OF THOUGHTS)

Idea: A hero/management simulation game that uses XCOM’s global view / real time management inorder to create / simulate the implementation of \*super heroes/villains\* on earth.

**Game Direction Decisions**

\*Fortress of Solitude\* route, where you have high ranking CIA agent create a \*monitoring agency\* that recruits heroes into the agency and establishes bases in different area’s of the world to help keep the world safe from threats (Managing Super Heroes more than Agents)

XCOM / Shield route – High ranking CIA Agent that gets the greenlight to create a special agency of the government designed to monitor/contain \*super’s\* and use them to further the governments gains (Managing Agents more than Super Heroes

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**Ideas/Mechanics ( Need to be sorted, rambling for now)**

* Player chooses the type of “Base” they will setup before starting their game.
* Events will be based on time.
* There will be a \*council\* similar to the council in the original XCOM, that the player needs to \*please\* inorder to receive funding. However there will be other ways of implementing funding.
* The council’s approval will be calculated depending on maintaining different stats that come up when doing missions.
* Different \*Stats\* that I’m thinking about are Collateral Damage, Public Opinion, Civilian Deaths, Civilian Injuries, Hero Infamy, Hero Fame, Xenophobic, Sex Appeal (probably not but maybe?).
* The \*player\* will choose between observing hero / villain behaviors and creating relationships with the heroes but the heroes won’t be controlled by the player until a certain point in time. The thing that the \*player\* controls is the \*agents\* that are sent on different missions that either help the heroes, or in some cases help the villains.
* The overview is similar to XCOM in the sense that each region of the States have different events happening and the idea is to send agents there and that the missions are either ones that heroes are on, or ones that specifically require agents to be on.
* What I’m thinking about is an event system that chains based on smaller events. Basically, if Small Event A is done based on criterial X, then X Large Event can happen.
* Heroes and Villians will create different \*organizations\* / factions when there interests are lined up.
* A Mechanic that is universal to agents and super beings, is a \*motivation / attitude / relationship\* mechanic. The motivation of a hero / agent / villain can be the same, but its only when their attitude lines up with eachothers is when they are able to do more actions with eachother. So Agent A wants to convince Super B to do X Mission, Agent A’s Motivation = Greed, Agent A’s attitude = Demanding, Agent A’s relationship =

Mission Ideas

Agent Missions so far are

\*Super\* Missions – Missions where a super has been spotted and you have to choose between helping them, rescuing civilians, possibly helping villians, or containing the hero. Rescuing the civilians will increase public opinion, helping the hero if the hero agree’s with you, will increase their relationship with your organization. Helping the villain does the same thing, and I’m thinking is something that’s has the option of being covert (like if a hero needs to be eliminated because he is too destructive.