Lorne –

Mars Survival **(Very Ambitous)**  
 Resource collection survival

Build structures, top down view  
Add threats after time

Aliens, taking selfies

Incoming megastorm

Different ideas, preparing for threats, or sinking resources into more resource gain and protection, or putting resources into escaping quicker  
Random events, such as buildings breaking down and requiring maintenance  
Scavenge parts for high-tier buildings

Rover used for transportation

No procedural generator, maybe a prefab map (Or zones that would be transported too through fast travel)

Have different difficulty areas, must travel into harder areas for better resources

Mars Oregon Trail

Checkpoints to get from point A to point B

UI includes art, description, survivor status, map, and inventory/group status/options and stuff

Acts like Oregon Trail, must maintain stats and resources to make it to destination while random events happen

Core game is scripting the events, after core is developed, can begin developing minigames to modulate the core game

Characters have good and bad characteristics (Agoraphobia, Kleptomaniac, etc.)  
  
Have different art

Set of balanced characters with preset art and skills; choose which survive at beginning of the game.

4-6 survivors  
Art must be done in fewer than 30s

Have days to get to destination, but not done day by day (60 turns), but done through different actions (Bunkering down for storm takes extra turns)

Keep the orange sausage suits

Focus on quality events over quantity  
  
Skills (Combat, Survivability, Engineering/science, etc.)  
  
Enemy ideas

Genetically engineered creatures made to survive in mars conditions at a base, they got loose/base failed and now populate mars surface

Different space suit designs from different colonies

Well-dressed space suit astronauts are traders?

Different regions could have different event spawns, eg a certain event could happen within the first 1/5 of the map

New game idea with mechanics chosen first, setting/genre later

Try to avoid “everything is a dice roll”

Give survivors a 1~10 stat, and get a random value. On anything below the stat, count as a success

Game set in the past, around 1900 when mars had an unexplainable light source on its surface for 70 minutes. Could hold plot twist that players are martians, not future humans

Mars Racing game

Its on mars, normal mars colony, but its not nasa, it’s a corporation. You’re the project manager, top down view of domes, and in those domes there are a working with each specialities. You’re the project manager has to go around the domes and check on them all. When ou get to the dome, you swap to the specialist inside the dome to do wor. After inigame, the project manager is happy and can go to other domes. Idea to is get the colony going.

The idea is balancing zones to make sure that all domes have their requirements fulfilled, which most of the time would require neglecting otherones.

Adam doesn’t like the idea of minigames, as it would require too much time. He would like a main core mechanic, everyone agrees.

**Resources**   
Replenishable – Oxygen

Water

Food

Fuel

Alcohol

Scrap used for repairs

Unreplenishable – People

Time

Mars version of the grand canyons, used as the ramp up of difficulty/ new set of events

Gambling event, win too much get attacked