Meridian MVP Plan V2 Stemslug Agent Types: GrowSlug_Innoculate ArmorSlug_Innoculate Random Walk Direct Pathwalk Grow into Phytoslug to Base Idle (Scale Model) {North or South Side} Receptacle for Morcell · Grow Into Rhinoslug Game Loop: **Grow Phytoslugs** ~Inoculate with Biosceptor~ 2:00 999 Harvest Morcell Time + Resource Gain Resources Requirement Feed Your Base Per Level ArmorSlug_ ~ Build a Defense ~Click to Deploy Deposit Tooltip Front Against Attack Armorslugs Against ~ Waves with Armorslugs~ Wolfslug **Tigerslug Grow Armorslugs** ~Feed Neonates Morcell~ WolfSlug_Agent TigerSlug_Agent Packs Individual Defend from Invaders Waves Sneaky ~Strategically Deploy Agents~ Attacks Anticipatable Stealth at spawn Visual Cue Visual Effect

Survive & Escape to Next Meridian with Your Colony ~Proceed to Next Level~

+8

+

(MultiAgent_Spawn

& Pack_Idle)

(Howl)

Team:

Karastu

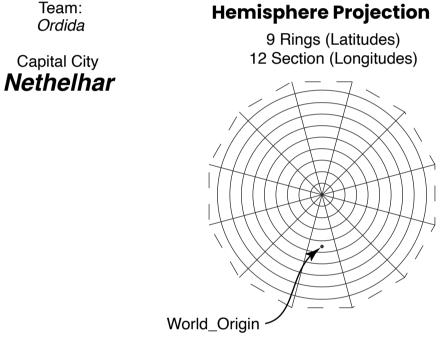
Capital City

Vermidia

Audio Cue



WorldBuilding:



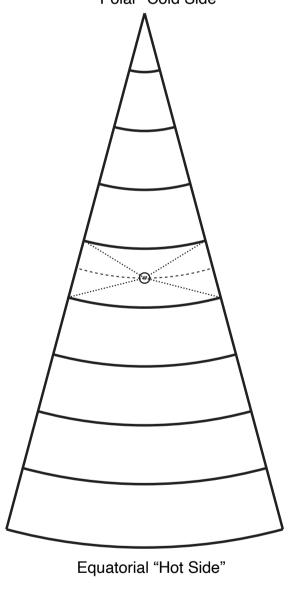
(Translucence)

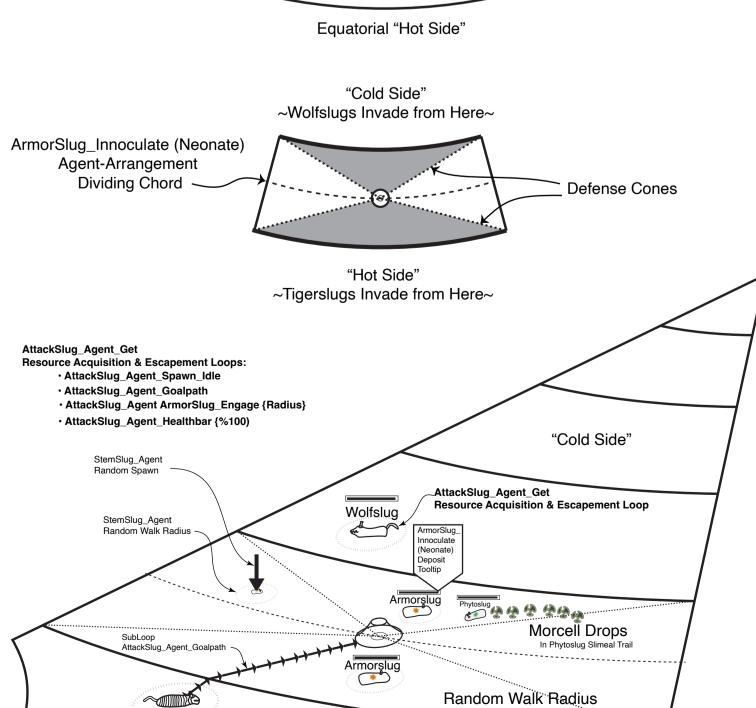
(Foliage Rustle)

Audio Cue

Polar "Cold Side"

Hemisphere Slice





Tigerslug

SubLoop AttackSlug_Agent_Healthbar

AttackSlug_Agent_Get

Resource Acquisition & Escapement Loop

Subloop AttackSlug_Agent

Subloop

"Hot Side"

AttackSlug_Agent_Spawn_Idle

Engage Radius