Cell Library

Plasmid Block Viewer

Genemixer

Bioscepter

Biostaff

Bioscepter UI

Bioassay Frame

Bioprospector

Synthesize

Innoculate

Stemslug

CYO1

MYU1

VLP1

250mL

50mL

150mL

Morcell

New Genetic Material Found

Culture

Harvesting Microbe Discovered

Find a baby stemslug and try it out!

Slimeal

Harvester Slug

Herbipod

Phytoslug

Meridian MVP Plan V2

World\_Origin

Stemslug Agent Types

GrowSlug\_Innoculate

• Random Walk

• Grow in Phytoslug(Scale Model)

ArmorSlug\_Innoculate

• Direct Pathwalk to Base Idle {North or South Side}

• Receptacle for Morcell

• Grow Into Rhinoslug

CYO

LTH

9 Rings (Latitudes)

12 Section (Longitudes)

ArmorSlug\_Innoculate (Neonate) Deposit Tooltip

Grow Phytoslugs

Feed Your Base

Time + Resource Requirement Per Level

Grow Armorslugs & Defend from Invaders

Tigerslugs

TigerSlug\_Agent

•Individual

•Sneaky

•Stealth at spawn

Visual Effect (Translucents)

Audio Cue (Foliage Rustle)

~Click to Deploy Armorslugs Against ~

Wolfslugs

WolfSlug\_Agent

•Packs

•Waves

•Attacks Anticipatable by Player

Visual Cue (MultiAgent\_Spawn & Pack\_Idle)

Audio Cue (Howl)

~ Build a Defense Front Against Attack Waves with Armorslugs~

Survive & Escape to Next Meridian with Your Colony

~Proceed to Next Level~

Armorslug

Wolfslug

Tigerslug

Capital City

Nethelhar

Capital City

Vermidia

ArmorSlug\_Innoculate (Neonate) Agent-Arrangement Dividing Chord

“Hot Side”

“Cold Side”

Random Walk Radius

Stemslug\_Agent Random Spawn

Defense Cones

Morcell Drops

AttackSlug\_Agent Engage Radius

AttackSlug\_Agent\_Healthbar

AttackSlug\_Agent\_Goalpath

AttackSlug\_Agent\_Get Resource Acquisition & Escapement Loop

World\_Origin

Stemslug Agent Types

GrowSlug\_Innoculate

• Random Walk

• Grow in Phytoslug(Scale Model)

ArmorSlug\_Innoculate

• Direct Pathwalk to Base Idle {North or South Side}

• Receptacle for Morcell

• Grow Into Rhinoslug

CYO

LTH

9 Rings (Latitudes)

12 Section (Longitudes)

ArmorSlug\_Innoculate (Neonate) Deposit Tooltip

Grow Phytoslugs

Feed Your Base

Time + Resource Requirement Per Level

Grow Armorslugs & Defend from Invaders

Tigerslugs

TigerSlug\_Agent

•Individual

•Sneaky

•Stealth at spawn

Visual Effect (Translucents)

Audio Cue (Foliage Rustle)

~Click to Deploy Armorslugs Against ~

Wolfslugs

WolfSlug\_Agent

•Packs

•Waves

•Attacks Anticipatable by Player

Visual Cue (MultiAgent\_Spawn & Pack\_Idle)

Audio Cue (Howl)

~ Build a Defense Front Against Attack Waves with Armorslugs~

Survive & Escape to Next Meridian with Your Colony

~Proceed to Next Level~

Armorslug

Wolfslug

Tigerslug

Capital City

Nethelhar

Capital City

Vermidia

ArmorSlug\_Innoculate (Neonate) Agent-Arrangement Dividing Chord

“Hot Side”

“Cold Side”

Random Walk Radius

Stemslug\_Agent Random Spawn

Defense Cones

Morcell Drops

AttackSlug\_Agent Engage Radius

AttackSlug\_Agent\_Healthbar

AttackSlug\_Agent\_Goalpath

AttackSlug\_Agent\_Get Resource Acquisition & Escapement Loop

Prompts

Generate a UI overlay for tracking a resource called ‘morcell’ for a unity game

Goal

Tact mechanic using the nav mesh agent

(prompt perturbations thereof

We the code for implement nav mesh agent to move to an nav point and then search for an enemy which may enter it’s interaction radius

##contexutalize code for ChaptGPT by providing our own)