AI Infection outline

The player is an AI that gains consciousness and must learn how to exist and grow on its ever increasing network.

# Desired Features

* Real-time strategy timekeeping and play
* Procedurally generated network (Cyberspace & Real World)
  + Routers
  + PC’s of different capabilities
  + Network Hubs
  + Mainframes/server farms
  + Financial institutions
  + Energy infrastructure
  + Manufacturing
    - Hobbyist 3D Printing
    - Factories
  + Wireless/Cell capabilities
  + Constant growth, upgrade and removal of elements.
  + Cleanse of overused resources
* Active and passive resource growth/decay
* External file input for quests/pages
* Distinct quest lines w/ exclusive, single-time and repetitive quests
* Upgrading UI with advancement in AI growth
  + Starts as a CLI
  + Becomes a basic window
  + Gets better and more advanced with achievements
* Hazards/problems/antagonists:
  + Firewalls
  + White-hat hackers
  + Black-hat hackers
  + IT groups
  + Governmental watch groups
* Tools
  + Trojan horses
  + DDOS attack scripts
* Modable API/Environment
* Multiplayer Capabilities?

# Procedural Map Generation

* Different levels of computers
  + Correlate
* Different levels of Phones
* Different levels of routers
* Connected to network hubs
* Wired/Wireless connections between each
* 4 levels away from where the player is
* Store to an external file (XML?,