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|  | **Title** |
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|  | **Predominent Genre(s)** |
| 1 | Sandbox Open World  Open World RPG |
| 2 | City Builder  4X Strategy  Grand Strategy |
|  | **Genre Tags** |
| 1 | Management Simulation |
| 2 | 4X Strategy |
| 3 | Sandbox RPG |
| 4 | City Builder |
|  | **Gameplay Influences** |
| 1 | Dwarf Fortress |
| 2 | Tropico 4 |
| 3 | Auto Chess |
| 4 | Crusader Kings II |
|  | **Unique Game Hook (50 Words)** |
| 1 | Experience a colony sandbox simulation where your colony's direction is decided through a "choice-based system" and "auto-battling." Say goodbye to the tedium of searching for what to do next and the hassle of moving dozens of individual units. Instead, make strategic choices and watch your colony grow and thrive. |
|  | **Moment to Moment Gameplay Loop** |
| 1 | Scout |
| 2 | Secure |
| 3 | Build |
| 4 | Hold |
|  | **Long Term Gameplay Loop** |
| 1 | Research |
| 2 | Design |
| 3 | Supply |
| 4 | Produce |
|  | **Top Four Features** |
| 1 | Building Designer |
| 2 | Offensive and Defensive Planning w/ Auto Battling |
| 3 | Zoomable Continuous Map Representing 100 Square Miles at Individual NPC Scales |
| 4 | Story Generator and Unique NPC Histories & Attributes |
|  | **Replayiblity Features** |
| 1 | Procedural Sandbox |

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|  | **Story Overview (150 words)** |
| 1 | In an Earth-like timeline, humanity teeters on the brink of extinction following a global war that triggered cataclysmic events: famine, disease, and societal collapse. Your country, among the hardest hit, saw some of the worst fighting. Fortunately, your grandfather's hidden countryside bunker survived as society crumbled. Survivors have formed small groups, but sophisticated organizations persist. A neighboring former superpower has a large contingent of elites posing a threat to your resources and long-term survival. Now, ready to open the bunker, you aim to rebuild life and a future for your family and allies. Start by expanding your influence around the bunker, then design and build a thriving colony. What directions will you decide for the colony as you research and develop new methods? Will you try to gain power for yourself or the people? Will your colony even survive as rival factions attempt to survive on the remaining resources? |
|  | **Graphics Tags** |
| 1 | 2D |
| 2 | 2D Models with Textures |
| 3 | Map and Menu Views |
| 4 | One Map Using Same Assets Close-Up and Far Away |
|  | **Visual Influences** |
| 1 | Construction Plans |
| 2 | Rimworld (Vector Style) |
| 3 | Tabletop Game Maps |
| 4 | Topographic Maps |
|  | **Audio Theme Description (50 words)** |
| 1 | Only intermittent music triggered by events. Audio cues used to give the player another method of obtaining information about the multitude of events happening as the simulation occurs. Have sound effects for various player clicks to give a rhythmic pace. Sound design focus on auto-battles. |
|  | **Overall Elevator Pitch (150 Words)** |
| 1 | Discover a 2D turn-based sandbox simulation set in a post-apocalyptic, Earth-like world. Explore a continuous, procedurally generated map with varied terrain, thousands of scavengable buildings, objects, and vehicles, and tens of thousands of NPC survivors competing for resources. Create your character, emerging from a survival bunker to research and develop everything in the game, from new game functions and UI features to gear, building parts, and innovative ideas that improve your organization. Lead a custom-built organization, directing your people to execute strategic decisions as NPCs form their own colonies with unique interests. Critical decisions come from your advisors, who present problems within your colony, keeping you engaged in dynamic and challenging gameplay. Engage in auto-battler combat, designing war plans that your units carry out as time progresses between turns. Build custom structures to support your efforts in scouting, securing, and developing your home country. Form relationships and experience unique events through interactions with NPCs, each with their own behaviors and logic. |