**Theme: Tame a Dragon**

**Story**

Domesticate dragons to acquire the all-important resource: fire.

Create your very own dragon farm in the barren land that remains after re-emerging ice age.

Throughout history dragons have been mystified in every culture to ever exist, having seemingly disappeared from the face of the earth at some point or another. Just as the humans seems to be at their most desperate hour suffering from the insufferable temperatures, they awake seemingly from some kind of hibernation.

By farming dragons, you may harvest their fire to keep your village from freezing over.

**Characters**

The main character is a farmer affected by the dire situation during the ice age, which leads to his idea to utilize the awakened dragons as a source of heat.

Dragons will act as beasts that will have to be domesticated in order to harvest their fire.

This fire will be used to sustain the people of your newly founded city.

**Level/environment design**

Having been a farmer for most of his life in an area mostly unsuited for farming because of fast mountain ranges, which so happen to be at the centre of the awakening of the dragons.

These mountains ranges will act as the play area, which will contain a central city and the cave in the summit of the highest peak from which the dragons will awaken.

**Gameplay**

By sending expedition crews down the cave they can discover new dragons, as well as retrieve valuable mined resources which can be crafted into useful tools which can be used in the strengthening of both the city and its people.