Ideas for our Game!

-Simulation
        -Garbage simulator

-Puzzler
        -detective (murder mystery)
        -escape
        -(Return of the Obra Dinn like game)
-Shooter
        -(simple Doom clone)
-Platformer
        -2D/combat (Hollow Knight)

Location:
-    Prison
-    Mall
-    Airport
-    Abandoned Factory

Threats:
-    Zombies/Monsters
-    Guards

Goals:
-    Escape the location your in
-    Shoot and kill the threats

        Abandoned factory where robots used to be made. Goal is to escape said factory, but unfortunately the already produced robots were never powered down. Your goal is to find the tools needed to escape without being detected by the robots.

Goals

Unity walkthrough

Blender intro
 -exporting to unity

Game Plan

Basic game

Our game

(maybe how to go about publication -if time permits)

Programs

- Unity
- Blender
- Visual Studio

Worker log

Worker log 1 (01, 07, 2083):
        Today was a great day, the boss gave me a promotion! Our productivity is the highest it's ever been and the newest robot software was released. Version 2.8! The developers say it's supposed to make them more relatable, something about a personality.

Worker log 2 (01, 07, 2083):
        Something seems very strange. The robots have been acting differently ever since the software update.

Worker log 3 (01, 08, 2083):
        This is bad, very bad. The robots have taken all the factory workers and locked them up somewhere off site. They have taken them by helicopter, but I am unsure where. I think I may be the last one. I don't know how much longer I can hide for. I have called in the manager, hopefully they can figure out what's going on.

Software devlog 1 (01, 07, 2083):
        Today we implemented the new software version into all of the robots in production. So far so good. We have created 3 types of robots. Path followers, bombers, and target seeking.

Software devlog 2 (01, 08, 2083):
        The newly updated robots are beginning to act abnormal. I have decided to create a backdoor into the system just in case. I have stored it on the laptop harddrive in the server room. The code is (5, 17, 28). To access our location you would have to log in and access the backdoor. I think I hear a helicopter?

At Last, All that work to save your fellow workers and you fell into my trap!! hahaha literally though........ Now you and your friends will never escape.... Wait noo, that's not supposed to be there, no , noooooooo