

Overview: The player is managing a corporation. The player has a few departments that they need to sustain with capital to keep their company afloat until they can declare bankruptcy and cash in their insurance policy. The player does this by rolling dice, one of which determines which department they get capital for and the other, how much. The dice are on the bottom of the screen while an image of the corporate office and resource bars are on the top. The player can also manage their departments by transferring surplus capital from one department to another, but this forces the player to stop rolling for a while, meaning they aren't earning any new capital. As the game goes on, the departments slowly grow, causing capital to drain faster.

Game Type: Dice Game / Management Simulator

Game Theme: Corporate Bankruptcy Fraud

Win Condition: Player passes a certain threshold of company value and can declare bankruptcy for a payout.

Lose Condition: Any department's capital falls to 0.

Player Actions:

- Roll dice
- Increment/decrement capital
- Pause game

Inputs:

- Touch & drag to roll dice
- Tap to interact with UI buttons such as increment/decrement buttons or pause/play button

Obstacles: Constantly depleting resources and growing population are the player's obstacles

Strategy:

- The player can play more slowly by carefully managing their capital with the increment/decrement buttons. This will allow them to keep their capital even across departments, but they won't be able to earn capital as fast.
- The player can also play quickly by simply rolling the dice as frequently as possible. This will allow them to earn more capital, but they won't be able to count on getting capital for a specific department if they need it.
- The player could also attempt to roll the dice with one thumb and manage their capital with the other. This will allow them to get the best of both strategies, though it increases the chance of an error when managing capital. Alternatively, the increment/decrement buttons could be disabled while rolling dice to prevent this strategy.

Scope:

- Necessary:
 - Capital Bar
 - Should deplete over time and should be able to increment/decrement
 - Dice
 - Should be able to roll realistically. Will probably be 3D and use a Rigidbody component for accurate rolling.
 - Pause/Play Functionality