

# APE TOGETHER STRONG!

**DeAuto Game Design**

# STORY



The year is 2369. It has been almost 65 years since the great war of 2300. Humanity had finally exercised its nuclear option.

Humanity quickly learnt to live in the dark and cold, foraging for resources. Within a decade, society was no longer facing extinction, but there was a new problem;

With radiation came mutations. People started noticing them about 20 years back. Their initial appearance was rare, but their growth was exponential. For, interacting with the mutated would also infect the humans.

Then, recently, everything changed. Inadvertently, all of humanities technologies were simultaneously destroyed! The only survivors were the communication constellation and the fabrication facilities.

No one knows what exactly happened, but the two survivors were isolated and fully autonomous. Humanity was not left completely vulnerable; they could communicate, and they could travel.

While humans could practically communicate ad infinitum, the fabrication of new NEVs was quite finite. Only 69,420 vehicles can be built with the current resources.





THE WORLD

# SOCIETY



# PLAYERS





# MONSTERS





GAMEPLAY

# OPEN WORLD



# SURVIVAL

- Without survival, there is no game.
- Monsters periodically push player positions.
- Should group with other players and combine resources.
- Should fabricate vehicles to aid survival
- Game not entirely finished on death
- Second attempt is as monsters, the level 3 kind

# EVOLUTION

- There exists some form of world evolution
- Monsters may mutate
- Monsters may learn from / mutate with human monsters

GAME DEVELOPMENT

# WORLD INFRA

- Real Estate
- Enemy Decision Tree

# GAME ENGINE

- World clock
- Evolution rules
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# CHARACTER DESIGN



FEASIBILITY

# DEVELOPMENT

- Contracts for async game
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# MARKET VALIDATION

- Ingress and Pokemon Go
- Dark Forest
- AI Dungeon
- Loogies

# COSTS

- Software costs
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# PATH TO REALITY

- Start with imaginary game
- Use funds for development of real NEV
- Integrate with NEV sales
- Add ons
- ZKP