# 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.

With radiation, came mutation. And with mutation came three kinds of monsters — the zombies, the powerful, and the intelligent.

Humanity, having learnt to live under the fallout and in the dark, now had to also fight these evolving monsters, life forms in their own right.

And if that wasn't enough, a recent solar flare has knocked out most of humanity's technologies. All that remains is an isolated satellite network, and the autonomous NEV fabrication facilities.

Fortunately, these were isolated and shielded and survived with little to no damage. Humanity could still coordinate and also had a means of transport.

While the satellite network is an infinite resource, the vehicles are not. There are 69,420 vehicles that can still be fabricated and humanity must use them wisely!



## GAMEPLAY

#### SURVIVAL

#### INNOVATION

#### COORDINATION

### FEASIBILITY

#### DEVELOPMENT

#### MARKET VALIDATION

#### COORDINATION

### DEVELOPMENT PLAN

#### TIMELINE

#### COSTS