Core Gameplay Loop
1. **Set Objective**
   - The player is given a goal, such as:
     - Safely directing a crowd to an exit.
     - Preventing panic in a high-stress environment.
     - Maximizing efficiency in managing crowd movement in confined spaces.
2. **Plan Actions**
   - The player assesses the current situation and decides how to influence the crowd:
     - Placing barriers, assigning patrols, or setting movement paths.
     - Creating incentives for specific behaviors (e.g., rewards for calm zones).
     - Reacting to hazards or environmental changes.
3. **Execute and React**
   - The crowd begins moving based on their AI behaviors and player commands.
   - The player observes and adjusts actions:
     - Fine-tuning barriers, directing smaller groups, or triggering calming effects.
     - Responding to emergent chaos, like individuals breaking from the group or new threats appearing.
4. **Resolve Outcome**
   - The game evaluates the results based on player actions:
     - Did most of the crowd reach safety?
     - Did panic levels stay under control?
     - Did environmental hazards cause chaos?
5. **Feedback and Progression**
   - Provide immediate feedback (e.g., scores, badges, or a success/failure screen).
   - Introduce new challenges or scenarios for the next level:
     - Bigger crowds, more hazards, dynamic weather, or limited tools.

EXIT

II

Tool A   Tool B   Tool C
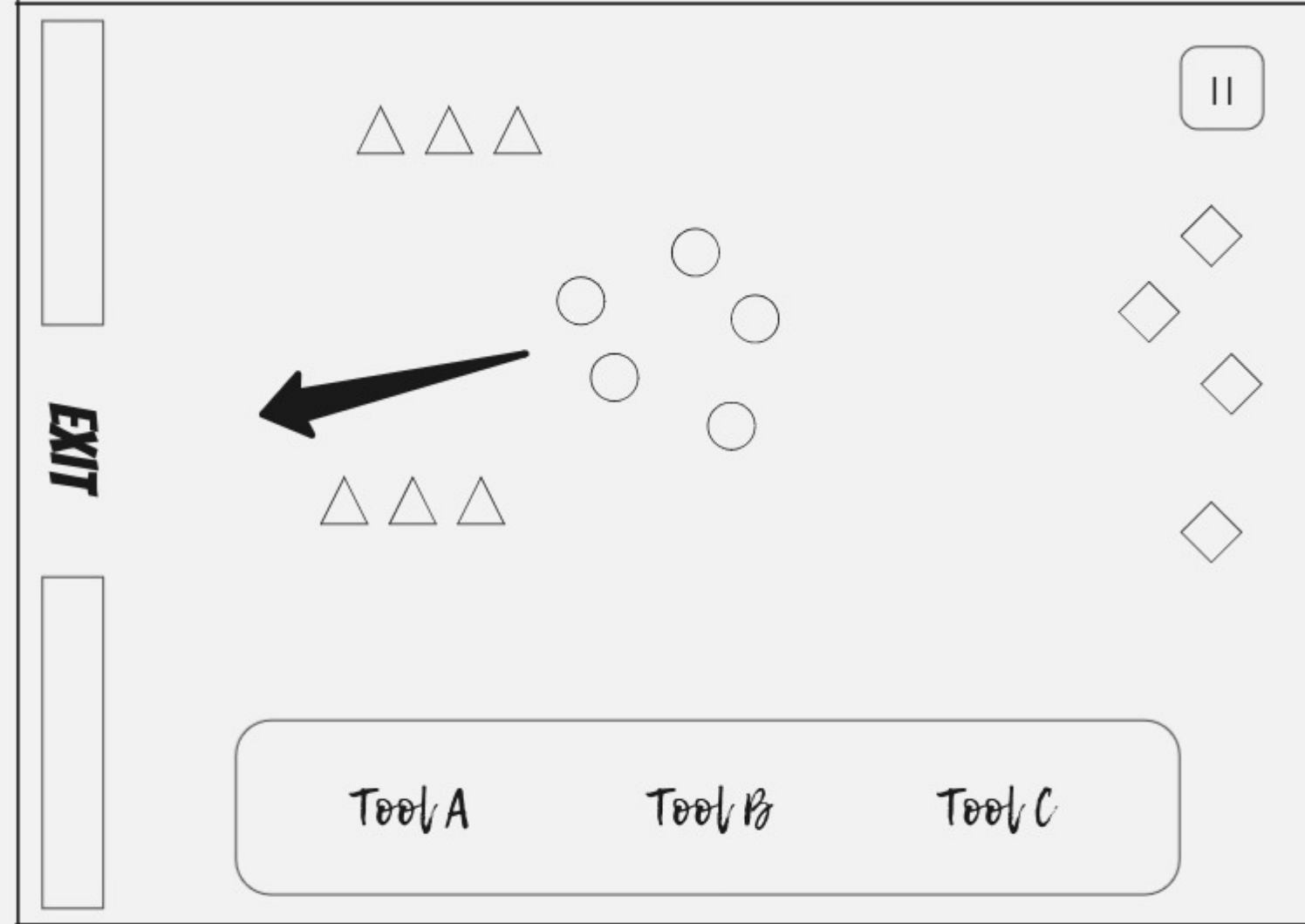
◯ Civilians
△ Guards
◇ Hostiles
▢ UI

miro