# MacroMachine Presentation Document

Welcome to MacroMachine, the game of survival and resource gathering. Play as the mind behind a tiny machine with the dream to engulf the universe. In order to do so you must survive the lower levels, gathering resources and eliminating competition with your far-superior design. But be warned, as you grow the competition develops its own techniques to survive.
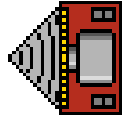
As a MacroMachine, you must gather resources and develop systems that will enable you to conquer The Grid.

Your body is a 5 by 5 Cell where power generators, drills, motors, and wires must be placed to create the ultimate MacroMachine. Upon conquering a Level, more resources become available as you "expand", or "grow up" the Cell.
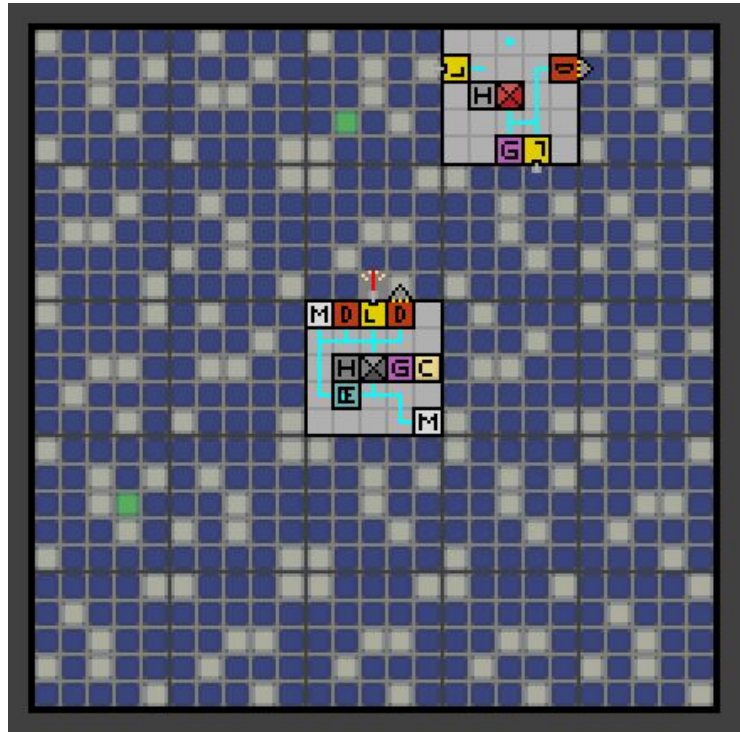
The Cell in a Level becomes the Control Unit in the next Level, giving your Control Unit increased abilities in the next Level. All previous Levels can be accessed through the Control Unit, thus constituting the MacroMachine.

Environment:

Three key resources used for Unit creation:

Basic - ▮ 75% Spawn Rate

Metalic - ▮ 24% Spawn Rate

Radical - ▮ 1% Spawn Rate

This Level Cleared

Becomes Cell in Next Level