



Game idea Brainstorming results

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Game Concept/idea

- The world got destroyed totally by nuclear Fallout, rebuild it by collecting material from the surface
- dangerous bc of Monster that lurks on the surface

Genre: Tower Defense + Base Building + Simple Fight

Similar games: Fallout Shelter, TABS



How does it relate to Up and Down theme?

- Balance your resources. E.g. surface gives more electricity with solar energy but more prone to be attacked or malfunction than bunker
Geo-energy

Similar games



Concept Art



Concept Art







We have some experience in 3D-Modelling and AI



Important Concepts

- For Npc, we will use: Chat GPT (TBD)
(<https://arxiv.org/abs/2304.03442>)



- AI fights in teams: Machine Reinforcement Learning (POCA)
(Like totally accurate battle simulator)



Questions to discuss

- Combination Game genres sounds like fun to you?
- What kinds of difficulties is likely to come across during development?
- What points in this game might spark your interests?