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**Rebuild**

Aerial View Simulation / Survival / Construction / RPG / Community

Rebuild takes place in the distant future, where our reliance of A.I. automation slowly begins to disrupt and then ultimately enslave the majority of the human race. It was believed that human beings are known to generate waste, consume resources, and react irrationally, so countless people were destroyed to preserve a wholesome state of the world.

Everything remaining required the use of A.I. automation, and many of the humans remaining sought to fight back as freedom fighter groups with the use of massive EMP devices and other methods of destruction; this, unfortunately, only served to fuel the widespread logic of humans being a plague. The player’s character finds one of these groups and joins them. Together, they set off a massive EMP charge, but the plan falls through and only two manage to emerge from the scene.

Players will come to the outskirts of a city nearby that is seemingly abandoned. It is here, where the player can attempt to reform their freedom fighting group. The player’s friend will ask the player a number of questions which act as the defining characteristics of the play-style/attributes for the player. These are things like traits the player expects a leader to have, what types of items or people to look for, and what the player feels is important for survival.

This companion acts as a tool to assist the player when making decisions in the game. At the start, the player will only have several skills that can be expanded upon by exploring the city further.

Now, it is the player’s decision to find shelter, acquire resources, and begin to rebuild the ‘freedom fighters’ that they originally had just joined. And they accomplish these things by venturing out into various parts of the city and using their existing skills to level up those skills or discover new ones.

The graphical gameplay will be from an aerial view. Players can’t see the inside of buildings from above, but with advanced skills can speculate the types of materials, tools, or food that can be found there. And whether or not it is a sufficient temporary shelter from the weather and the presence of the A.I. Various ‘mini-events’ can trigger based on building, NPC encounter, progress, and player attributes. In many ways the exploration side of gameplay will resemble the acts of conquest from global strategy games- only on a micro level.

Players can harvest resources found in buildings or parts of buildings, and use their existing skills and items to create other items or resources to continue building. The player will also come across other survivors who have their own skill sets that may support the player’s path, or not. These survivors can also grow and acquire new skills, often many of them being the only ones to be able to rank high enough in certain skills for specific items.

So the game is about gathering resources, survival, and diplomacy. Amongst all of this, A.I. machines may be found in the city from time to time. Drones flying overhead scanning the area, or mobile units patrolling the streets for people. As the player plays through the game, the encroaching threat from the A.I. machines becomes more real. To the extent that understanding and tricking the A.I. patterns creates a puzzle/strategy side to the game.

So the real question is, how will you rebuild?