

The background is a dark, grayscale screenshot of a Factorio factory. It shows various industrial structures, including tall chimneys, conveyor belts, and complex piping, all rendered in a low-poly, blocky style. The lighting is dim, creating a somber and industrial atmosphere. The text 'Megalopolis' is centered in a large, white, sans-serif font.

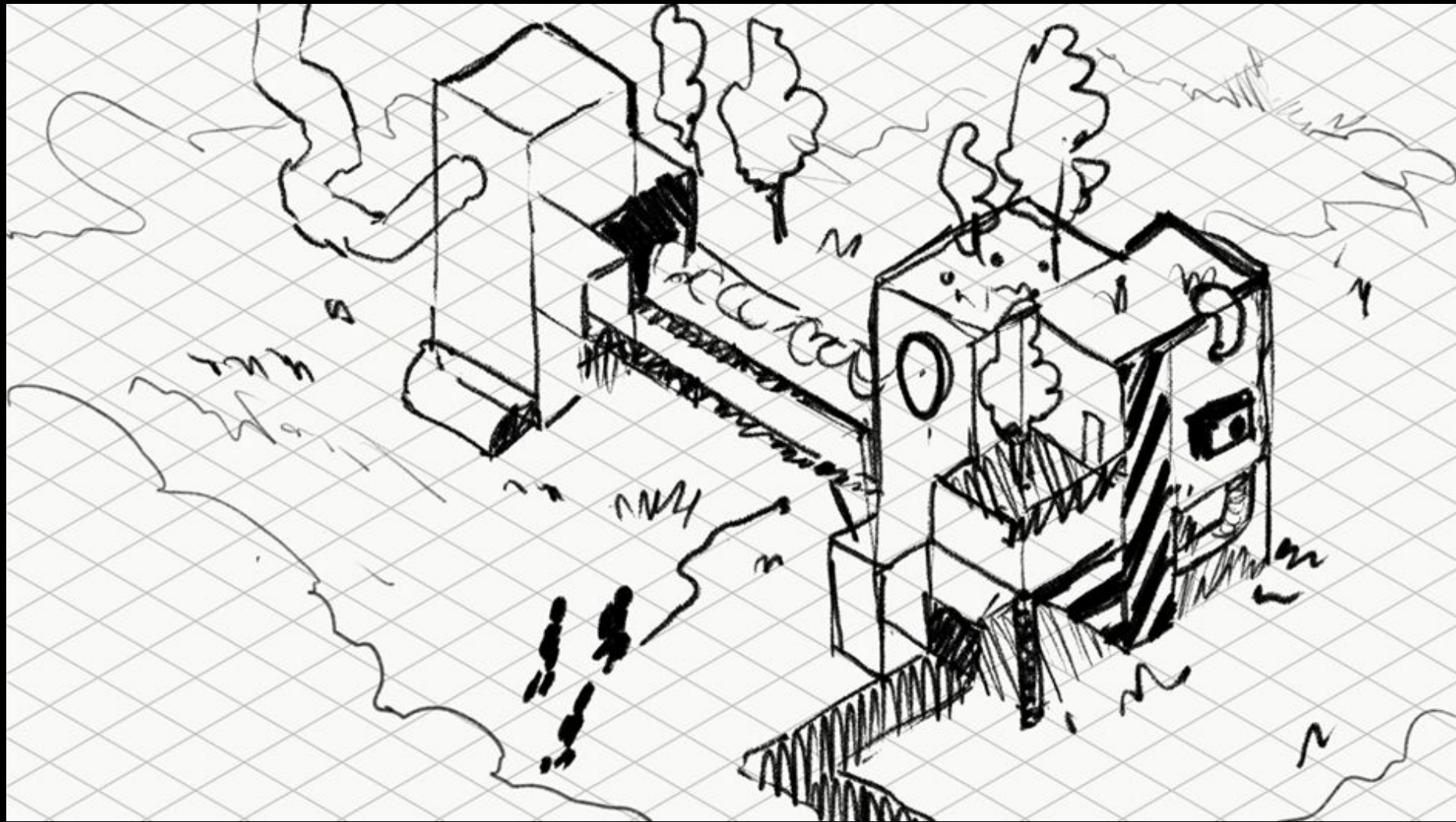
# Megalopolis

*If you hate Factorio, you'll really hate this game.*

- **Genre:** Logistics/Strategy City Simulator
- **Platform:** PC
- **Target Audience:** Strategy and simulation

fans, aged 16-65





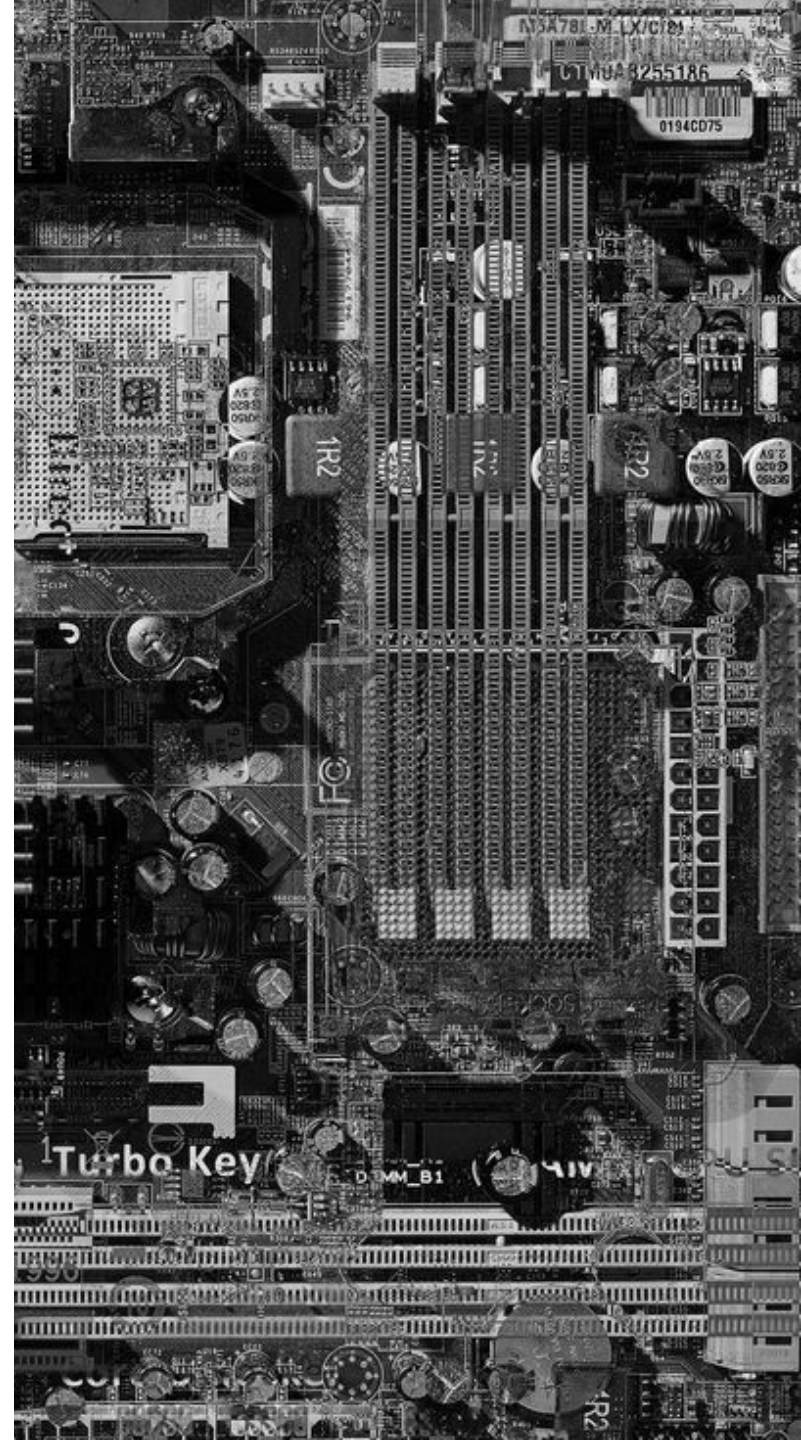
# Artistic Direction

- Stylized industrial aesthetic combined with socialist, brutalist architecture.
- Vibrant, contrasting colors for industrial, residential, and commercial zones.
- Procedural terrain with naturalistic details: hills, rivers, forests.
- Isometric 2D perspective for clarity and visual appeal.



# Key Features

- Logistics Mastery: Design production lines and optimize transport.
- Deep Customization: Build and share blueprints.
- Dynamic Multiplayer: Trade, collaborate, or compete in a procedural world.
- Strategic Urban Planning: Balance pollution, efficiency, and happiness.
- Divergent Paths: Hyper-industrialization or utopian urbanism .



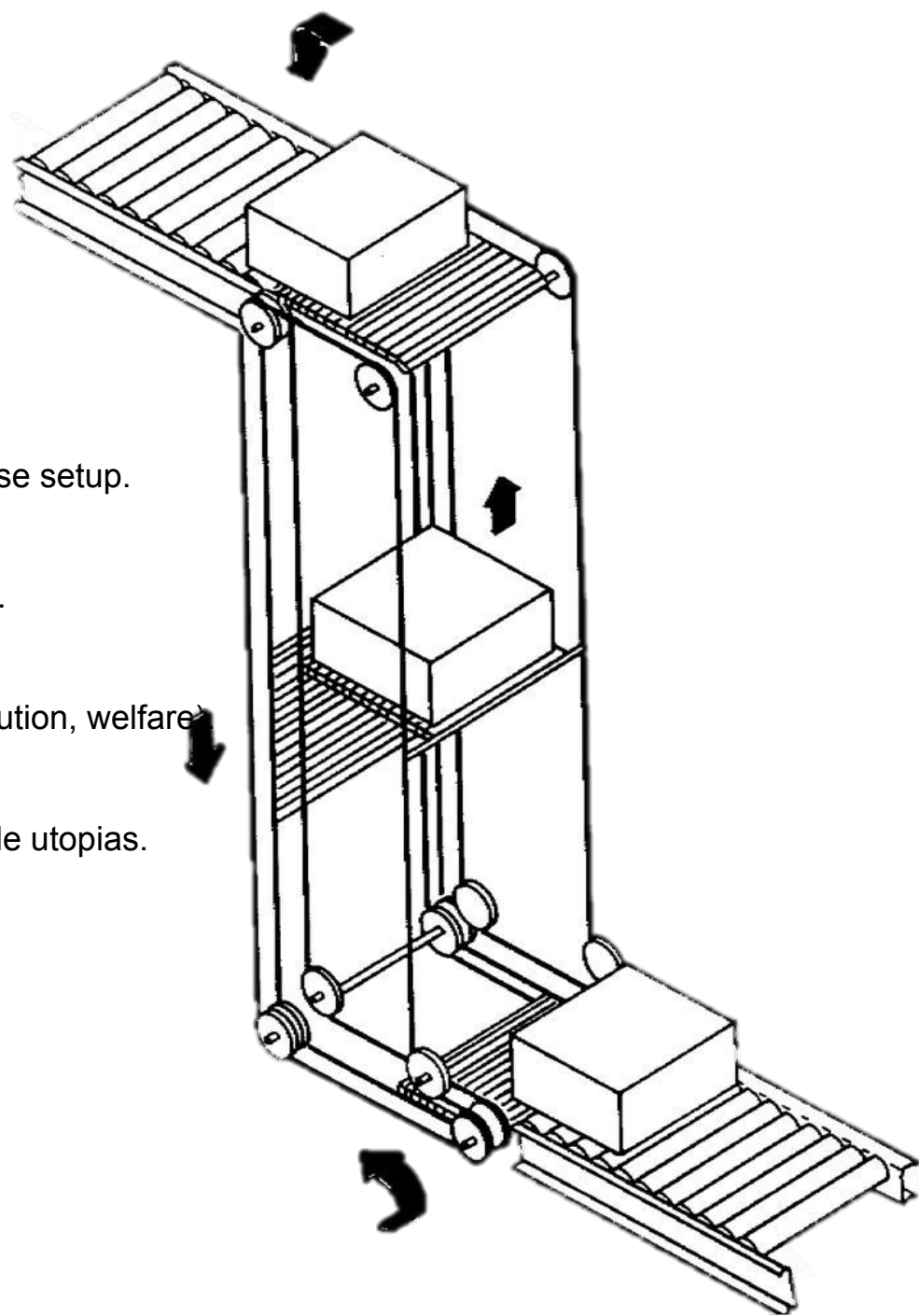


# Actions

- Manage logistics and city-building.
- Extract, process, and transport resources.
- Balance efficiency with citizen welfare (pollution, traffic, workload).
- Automate processes and create advanced production chains.

# Game Loop

- Start with manual resource collection and base setup.
- Build facilities and automate production lines.
- Expand logistics and handle challenges (pollution, welfare)
- Choose between industrial empires or liveable utopias.





# Gameplay Mechanics

- Tiered resources: Raw materials → Processed goods → Advanced technology.
- Logistics: Transport networks connect extraction sites, refineries, and cities.
- Urban Planning: Balance aesthetics, housing, and industrial growth.
- Strategic Conflict: Defensive tools and limited offensive options.

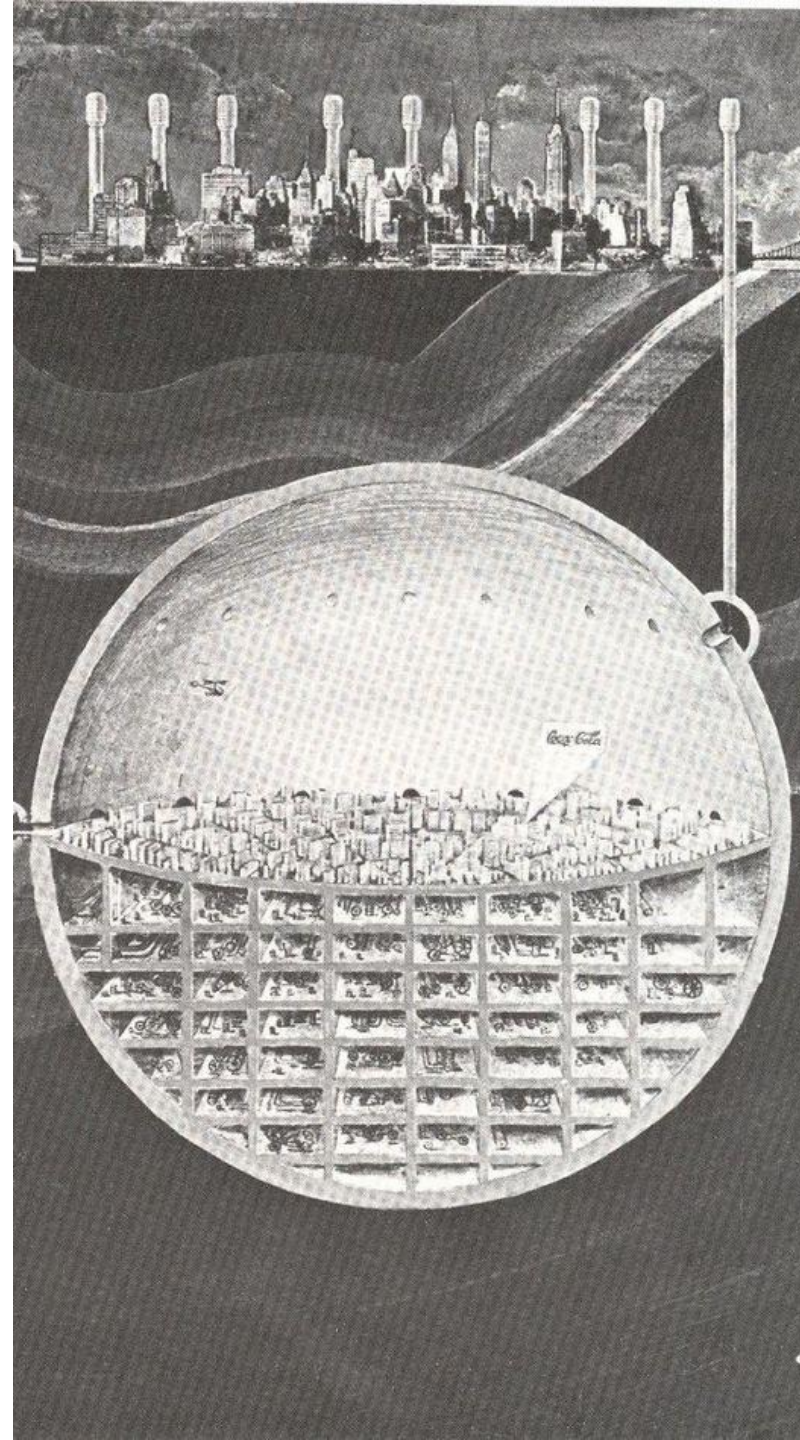
# Game Stages

- Early Game: Explore, establish logistics, and manage citizen tasks.
- Mid Game: Automate production and prioritize welfare.
- Late Game: Diverge into industrial or urban paths, tackling pollution and alliances.



# Resources

- Raw Materials: Wood, stone, ores, coal, oil, food.
- Processed Goods: Timber, bricks, steel, glass, fabric.
- Advanced Technology: Electronics, robotics, plastics, energy cells.
- Labor: Manual, skilled, and automated workers.



# Combat Tools

- Defensive: Walls, turrets, patrol drones, decoy structures.
- Offensive: Lightly armed units, demolition charges, EMP bombs.
- Sabotage: Spy drones, hacking devices, smoke bombs, resource  
spoilers.



# Win Loss Conditions

Players 'win' by either;

- Occupying opponent player cities
- Building a utopian city, focusing on welfare efforts
- Controlling key trade networks and building extremely efficient logistics systems

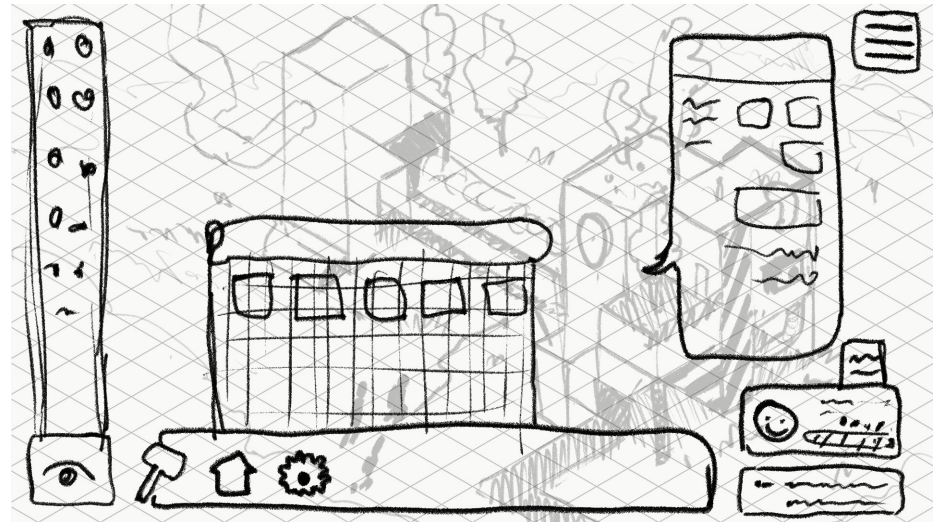
Players 'lose' if their;

- Rivals take over their city
- Citizens revolt due to neglect or die due to needs being unmet
- Logistics network collapses



# User Interface (UI)

- Bottom Menu: Tabs for Residential, Industrial, Transport, Utilities, Decor.
- City Overlays Tab: Traffic, Pollution, Zoning, Happiness Distribution.
- Happiness Index: Citizen satisfaction percentage with detailed breakdown.
- Citizen Requests Box: Alerts for immediate city needs.



# Why Play Megalopolis?

- Unique blend of logistics mastery and creative freedom.
- Challenges problem-solving, strategic thinking, and creativity.
- Replayability through procedural maps and dynamic multiplayer.