Adventure Capitalist in 3D
Power Management

Click buildings, spend money to upgrade. Upgraded buildings give more money.
Power and materials (Mats) management.

UI

Default ui shows 2 build options bottom right and 3 resources top right.

Resources:

- Money: 1000
- Materials: 50
- Power: 0 (no longer in screen)

Build Options:

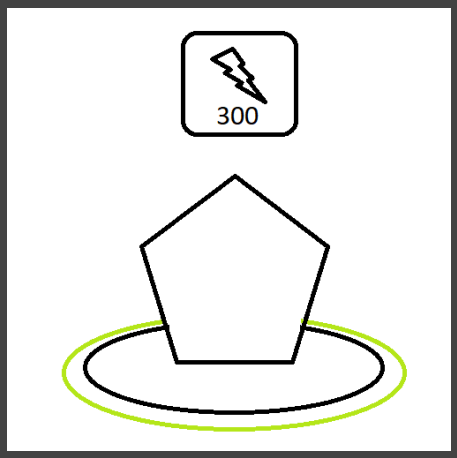
- Power Building (400/Money | 20/Mats)
- Income Building (300/Money | 20/Mats)

Buttons:

Hover - Tooltip: Initial cost, income/sec increase, and power consumption/contribution
Clicked - Spawns selected building actor locked to mouse cursor

Buildings:

Hovered - display power or income contribution:



Hovered Building

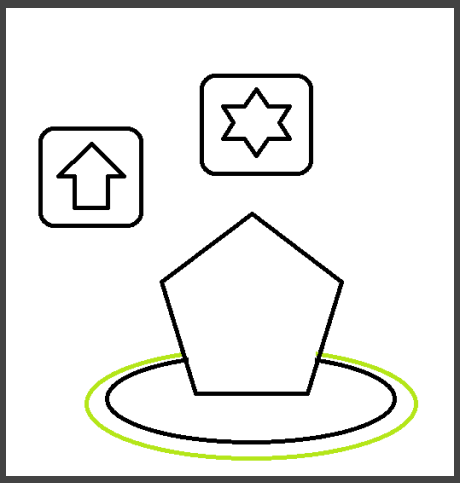
Clicked - (Hide hover) display buttons above selection in world to show:

"Upgrade" button - Scales up mesh, updates Upgrade/Destroy tooltips

- Tooltip: Initial cost, income/sec increase, and power consumption/contribution

"Destroy" button - Destroys building dropping materials:

- Tooltip: drops x materials, adds x power/ -x power if power source



Clicked building

Hide this menu when anything else is clicked.

Buildings

Buildings will snap to tiles and receive bonuses if the tile and building types are the same. Power Buildings will be used to generate, moderate, and transfer power across the level. Power Users will produce various resources, such as money, materials, metals with a cost of power (and potentially other resources).

Name	In Nodes	Out Nodes	Details	*Res. Cost
Power	0	1	Provides 1 power	1|1
Income	1	0	Produces money/s	1|1
Extender	1	1	Simple cable extender for the cost of 1 power	1|1
Combiner	3	1	3 Inputs are added up and outputs the total value.	1|1
Splitter	1	3	Input power is split evenly between 3 outputs.	1|1
Branch	1	2	Players can choose 1st output amount, with remaining power past to 2nd output.	1|1
Switch	1	1	Players can allow or terminate power for the output	1|1

*Resource cost: Money | Materials

Tiles

Tiles will be generated in a way that allows the player's character to traverse all tile surfaces. Each tile has a chance of being neutral, Power, Income, or Negative and

provides +1 to buildings of the same type. Tiles also receive added bonuses from touching tiles of the same type.
Ex: If a Power tile is touching another Power tile, both will have a total bonus of 2. Placing a power building (provides 1 power), onto a +2 Power tile results in the buildings total power output of 3.

Win conditions:
-Complete a circuit between 2 or more random objective tiles.
-Provide lots of power to a large building on a random tile.

Game ideas:

HexiCities
Provide power to “city” tiles
-Other tiles would be for the benefit of your population.
-Population Growth Rate = Happiness*Variety of Utilities
-Happiness = Amount of Utilities/Number of cities

HotHexis
PvE base defense
-An exposed side of a tile increases a tiles chance of being consumed by lava.
-Player uses resources to build blockers to prevent a tile from consumption.
-Win by surrounding your core (center most tile) with blockers.
-As time passes add, meteors, earthquakes, and altitude/temperature challenges.

Mars Cities
Protect and provide for your cities
-Combines the above games minus lava, add Mars.
-Cities in glass domes manage oxygen and happiness.
-Protect against natural disasters as time passes.
-Provide power and other resources to keep citizens happy

Other ideas