

Little Rock A-1 POC Brief

First-Pass Playable Mockup Plan from Supplied Working Records

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06/25/2026 08:40 PM CDT

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1 Executive Summary

I ingested the three supplied working records and the concept is coherent enough to start a real proof of concept immediately.

The core product is **not just a zombie game in Little Rock**. The stronger concept is a **fictionalized real-world survival simulation platform** built from public map data, generalized structure archetypes, scenario spread, resource-weighted cells, and a protected anchors system.

For a **tomorrow-playable mockup**, the smartest first deliverable is:

- a **playable browser or desktop 2D/top-down systems POC**
- based on **Little Rock Grid A-1**
- using the **576-cell layout**
- focused on **Zombieland Day 7**
- showing **movement, resource pressure, anchor risk, zone identity, and scenario spread**

That is the fastest route to something playable, understandable, demoable, and honest.

For the **long-term scalable production product**, the earlier recommendation still stands:

- **Unreal Engine 5** for the premium explorable world runtime
- a separate geospatial and procedural data pipeline as the true platform core

Those are two different time horizons:

- **tomorrow POC:** prove the game loop and invention angle
- **later production build:** prove the immersive world runtime

2 What the Documents Establish Clearly

2.1 Core Product Thesis

The supplied records point to a product with five strong pillars:

1. **public-map-based city shell**
2. **fictionalized unknown-area completion**
3. **resource-weighted cells**
4. **scenario spread over time**
5. **protected people and protected places**

That combination is much stronger than a generic “real city zombie game” pitch because it defines an actual game system and an actual technical system.

2.2 Prototype City and Scenario

The first prototype direction is already good:

- **Prototype:** Little Rock Grid A-1
- **Footprint:** 12 miles by 12 miles
- **Grid:** 24 by 24 half-mile cells
- **Total cells:** 576
- **Scenario:** Zombieland, Day 7

That is enough structure to build a first playable board immediately.

2.3 Strong Existing Content

The current records already define:

- 12 major city zones
- movement restrictions
- confidence labels
- residential archetypes
- commercial and industrial archetypes
- resource categories
- scenario progression logic
- starter character classes
- protected anchors concept
- safety boundaries

That is plenty for a first POC. The concept is not empty anymore.

3 What I Recommend Building First

3.1 Recommended Tomorrow-Playable Format

Build a **playable top-down or browser-based tactical survival prototype first**.

Not because the end product should remain 2D.

Because for a one-day or overnight turnaround, this format best proves:

- the grid
- the zone logic
- the anchor system
- the pressure loop
- the resource economy
- the movement restrictions
- the scenario spread

It also gives a far more honest read on whether the concept is fun than rushing a pretty but shallow 3D scene.

3.2 Why This Beats a Fake-Polished 3D Rush Job

A rushed 3D city slice can look impressive while hiding the fact that:

- the loop is weak
- the anchor system is vague
- the zone/resource logic is not tuned
- the player goals are unclear
- the scenario pressure is not actually working

For tomorrow, the biggest risk is building something that looks flashy for ten minutes but does not explain why the product matters.

The right POC should show:

- why this city matters
- why this scenario matters
- why protected anchors matter
- why one run feels different from another

4 First POC Recommendation

4.1 Format

First-pass playable POC:

- browser-based or lightweight desktop build
- top-down map view with cell interaction
- one-player prototype
- stylized-realistic interface
- text plus icon plus panel-driven systems

4.2 Core Experience

The player:

- chooses a starter archetype
- begins in Little Rock Grid A-1 on Day 7
- selects protected people and places
- navigates cells under time/resource pressure
- scavenges and moves
- encounters danger and pass restrictions
- reacts to scenario spread
- tries to survive the first 72 hours

4.3 Minimum Sellable Features

The first demo should include:

- 576-cell board
- 12 city zone identities
- open-pass / conditional-pass / no-pass movement
- resource values per cell
- danger/infection pressure per cell
- time progression
- player inventory/resource meters
- 5 protected people
- 5 protected places
- event/warning panel
- 72-hour win/fail loop

That is enough to say, “this is a real game system.”

5 Tomorrow Build Target

5.1 What I Would Try to Deliver by Tomorrow

A believable first playable mockup with:

- a title screen and short premise
- a Little Rock A-1 map board

- clickable or moveable cell traversal
- a selected player class
- 5 protected people and 5 protected places
- resource meters for food, water, medicine, fuel, morale, health, noise, and time
- cell tooltips or panels showing:
 - zone type
 - movement rule
 - confidence label
 - likely resources
 - likely danger
- simple event engine
- Day 7 scenario pressure
- mission prompt for the first 72-hour objective

5.2 What Would Be Placeholder in the Tomorrow Version

- final branding/title
- advanced art assets
- deep character portraits
- deep NPC simulation
- detailed combat
- full routefinding AI
- cinematic story scenes
- live backend architecture
- mobile-native optimization

That is acceptable for a first mockup as long as the logic is coherent and the presentation is tight.

6 Long-Term Product Direction

6.1 What the Docs Suggest the Product Actually Wants to Become

The supplied records point toward a product with three layers:

6.1.1 Layer 1: Systems Prototype

- grid-based simulation
- resource logic
- anchor logic
- scenario spread
- city abstraction

6.1.2 Layer 2: Production Strategy Game / Hybrid

- top-down tactical traversal
- more detailed district or street scenes
- stronger character systems
- richer events and survival decisions

6.1.3 Layer 3: Premium Explorable World Platform

- immersive city exploration
- direct walk/drive play
- richer NPC density
- cross-city expansion
- stronger geospatial and procedural runtime

6.2 Important Pushback

The supplied documents are strongest at **Layer 1** today.

That is not a weakness. That is the right place to start.

Trying to jump immediately to Layer 3 without proving Layer 1 is how teams end up with an expensive map demo and a weak game.

7 Recommended POC Design Choices

7.1 First Playable Format Choice

From the options listed in the notes:

- text-map simulation
- clickable 2D browser map
- simple top-down movement prototype

My recommendation is:

- **clickable 2D browser map** if the goal is fastest shareable demo
- **simple top-down desktop prototype** if the goal is a slightly more game-like feel

For tomorrow, my bias is:

- **clickable 2D browser map with strong atmosphere and clean interaction**

That is the highest speed-to-clarity ratio.

7.2 Player Structure

Recommend for POC:

- one primary playable survivor
- protected people and places as off-board or semi-on-board pressure anchors

Do **not** begin with party management or command-over-multiple-survivors unless the docs later make that central. It adds complexity before proving the main loop.

7.3 First Win Condition

Recommended first win condition:

- survive 72 hours
- stabilize food, water, medicine, and fuel
- secure one defensible shelter anchor
- establish one viable route between at least two protected anchors

This is clearer and more sellable than a vague “just survive.”

7.4 Protected Anchor Rule Recommendation

For first POC:

- anchors are **not immune**
- anchors generate alerts, missions, pressure, and rewards
- ignored anchors can degrade or be lost
- protected status makes them more central, not magically safe

That is mechanically better and more emotionally interesting than invincibility.

8 First Data Model Recommendation

8.1 Cell-Level Values

Each cell in the 576-cell grid should track at least:

- cell id
- zone type
- terrain type
- movement state
- confidence label
- medical potential
- food potential
- water potential
- fuel potential
- tools potential
- cash/document potential
- shelter potential
- danger level
- infection pressure
- depletion state
- event tag possibilities
- anchor presence

8.2 Player State

Track:

- class
- current cell
- health
- morale
- food
- water
- medicine
- fuel
- noise
- time
- inventory slots or abstract carry limit
- known routes
- protected anchor statuses

8.3 Event Types

First POC events should be lightweight but concrete:

- supply found
- supply already depleted
- blocked route
- danger spike
- survivor contact
- anchor warning
- weather or night penalty
- bridge or chokepoint issue

9 First UI Recommendation

9.1 Core Layout

A strong first layout would be:

- center: Little Rock A-1 grid map
- left panel: player state and current mission
- right panel: selected cell details and anchor warnings
- bottom bar: time, recent events, movement options

This can look polished quickly if typography, panel hierarchy, and map readability are handled well.

9.2 Tone

Given the prepper audience and realism goal:

- serious
- tense
- practical
- not campy
- not cartoonish

The product should feel like:

- “what would I do if this happened here?”

not:

- “arcade zombie joke map”

10 What Still Needs to Be Decided

The docs are strong, but these are still the highest-value unanswered items:

10.1 1. Final POC Mode

Choose one:

- clickable 2D browser map
- top-down movement prototype
- rough text/sim prototype

My recommendation: clickable 2D browser map first.

10.2 2. Final POC Tone

Choose where the tone lands:

- gritty survival
- strategy simulation
- horror-heavy
- adventure-survival hybrid

My recommendation: gritty survival with strategy-sim logic.

10.3 3. First Playable Character

The notes list several good classes.

My recommendation for first POC:

- **Industrial Door Technician**

Reason:

- mechanically distinctive
- visually grounded
- fits repair, access, and barricade gameplay
- feels local and practical

10.4 4. First Five Protected People

Need the starting archetypes finalized.

Recommended first pass:

- spouse/partner
- child/dependent
- parent/elder
- mechanic/driver
- nurse/medical contact

10.5 5. First Five Protected Places

Need the starting place anchors finalized.

Recommended first pass:

- home base
- pharmacy zone
- fuel yard or gas station
- community shelter or church
- service yard or warehouse

10.6 6. Branding Direction

Need to decide whether the first mockup should present:

- a working codename
- a serious provisional title
- a brand-neutral prototype label

My recommendation for tomorrow:

- use a clean internal codename and avoid premature final-brand commitment

11 What Else I Need From Jeremy

To move from concept ingest to a sharper POC immediately, the most useful next inputs are:

1. Which first playable format do you want:
 - clickable browser map
 - top-down movement
 - something else
2. Which tone wins:
 - gritty survival
 - strategy-sim
 - horror
 - hybrid
3. Do you want the first player character to feel:
 - blue-collar practical

- family protector
 - medical
 - mechanics/vehicle-focused
4. Should the first mockup be branded with a working title, or remain codename-only?
 5. If you want the lead character “similar but not obviously you,” what three traits should I preserve:
 - build
 - vibe
 - age range

12 What I Would Build Next After Tomorrow

If the first mockup lands well, the next fast upgrades should be:

- stronger visual map styling
- better event writing
- route and travel logic tuning
- richer anchor mission chains
- district-level art treatment
- save/load states
- seed-based replayability
- early mobile-friendly responsive layer

Only after the systems POC proves itself should we decide whether to:

- deepen the browser/strategy layer first
- or start the premium Unreal exploration layer

13 Final Recommendation

The documents are good enough to start.

If the goal is:

- **something playable tomorrow**

then I would build:

- a **clean, atmospheric, playable Little Rock A-1 systems mockup**
- centered on **Day 7**
- using **576 cells**
- with **protected anchors, movement restrictions, resource pressure, and scenario spread**

If the goal is:

- **the long-term premium world product**

then I would still keep:

- **Unreal Engine 5** as the future immersive runtime
- and treat this first POC as the fastest way to prove the game’s actual brain before building its full body

That is the path I would bet on if the objective is to move fast tonight without making a dumb long-term architectural mistake.