

Broodfront

Contain the City

Title: Broodfront
Subtitle: Contain the City
Project: Sega Genesis / Mega Drive open-city sandbox
Status: Design locked — not implemented yet
Version: 1.6 — 2026-08-07

How to use this document later

Give this PDF (or docs/GAMEPLAY_DESIGN.md) to an agent with:

Implement the gameplay described in docs/GAMEPLAY_DESIGN.md (**Broodfront**), following the implementation order. Do not expand scope beyond what is written.

Title

Broodfront
Contain the City

The infection as a moving war line: districts are the front; insects and the spider are the brood. Fits containment, spillover, and procedural music that escalates with infestation.

Pitch

Broodfront. *Contain the City.* You are trapped in a living city. Ten districts form an **infection front**. Clear them by hunting infected, insects, and nests; hold them as safe corridors; stop spillover into neighbors. When enough of the map is clean, destroy the **source nest**.

Your **blood** is the only currency that matters: it is both your **life** and your **purge power**. Contact drains it. Empty it, and you are not “eaten” — the city **surges**, every district gets worse, then you crawl back with a thin reserve.

You do not die from being eaten. The only hard fail is the **world sinking** (all districts Overrun). Story splash / picture beats for surge and collapse can come later (same pipeline as the existing story bitmap).

Tone: arcade systems, nightmare fiction under the **Broodfront** banner; procedural YM2612 music escalates with the front. Dial presentation later without changing mechanics.

Design notes (v1.1)

Blood as only currency + life

Event	Blood effect
Kill infected / insects / spider / nest	Chance to spawn visible short-lived drop (by entity type)
Pick up blood / oil drop	Gain resource
Contact on foot	Lose a chunk
Spend to purge region / nest	Fixed / higher cost
Teleport to found terminal (later)	Fixed blood cost
Inside vehicle	No contact drain (safe bubble)

Blood = 0 → City Surge (not hard game over): bump all region meters, restore a blood floor, brief sting feedback. Optional later: story picture. **Hard lose** only when the **world sinks** (all 10 Overrun) — never from being eaten.

Oil vs fuel

Oil = vehicle repair only. **Fuel** = unused (no drip). Cars stay mobility + infection shield.

Weapons / collectables

Desirable later. Leave inventory extensible; do **not** implement in v1.

Giant spider (insect vehicle)

Not the nest. Nest = stationary landmark. Spider = Overrun roaming enforcer:

- Spawns in Overrun (max one in stream bubble)
- **Brood:** periodically spawns / attracts small insects
- **Car breaker:** rams player vehicle, heavy Life damage (makes oil matter)
- Kill → large local meter dump (less than a nest)
- Not a boardable power fantasy in v1
- Optional later: spider guards the source-nest approach

Terminals (one per region)

v1: Save hubs — Interact → Save / Quit. First enter marks terminal **found**. Save persists infestation, blood, oil, position, and `terminal_found` mask in `GameSaveData`.

Later: found terminals on minimap; spend **blood** to teleport between found terminals (competes with purge spends). Do not auto-reveal all terminals.

Existing code: `game_terminal.c`, `smeGAME_ITEM_TYPE_TERMINAL`.

Loot — kill drops only

Items layer = static only (terminals). No world blood/oil cans or nest beacons.

- **Option B:** on kill, spawn a short-lived visible ground drop so the player sees the reward
- Drop table depends on **entity type** (counts/chances tuned later; spider/nest richer than normal infected)
- Cap concurrent drops; despawn on timer / leave stream; **never save** drop instances
- **Nests:** runtime/dynamic placement (can change game to game); no map-item beacons

Existing foundation

Feature	Role in this design
10 regions + banners + minimap	Infestation state machines
Infection contact	Blood drain on foot; surge at 0
Walk / drive / shoot	Clear and travel
Gauges	Blood = life+purge; oil = repair; fuel unused
Map items / saves / streaming AI	Terminals only on items layer; persist infestation[10] + terminal found; spawn bias; short-lived kill drops

Touch points: `sme_game`, `game_minimap`, `sme_catalog`, `sme_map`, `game_terminal`, human AI controller, `game_player` / inventory.

Core loops

Moment: walk/drive → shoot → pick up visible drops → manage blood → cars as safe bubbles → waypoint next hot district / dynamic nest.

Session: lower meters with kills and/or blood purge → survive surges → unlock source nest.

Scout hot district

- Kill threats / nests (gain blood; dump local meter)
 - Optionally spend blood to purge / stabilize
 - Clean → spillover pressure OR 7 Clean → source nest → WIN
- Contact on foot → lose blood
 - Blood = 0 → CITY SURGE (all meters up, blood floor)
 - All 10 Overrun → LOSE

Region system

Tier	Meter	Feel
Clean	0–24	Safe corridor
Contested	25–74	Main playground
Overrun	75–100	Red zone; spillover source

Down: kills in-region, nest destroy, blood purge.

Up: neighbor spillover, loud Contested actions, nest regen, **City Surge**.

Spillover: Overrun ticks adjacent regions via static adjacency bitmask from `smeRegions`.

Win / lose

Condition	Rule
Win	7/10 Clean + destroy source nest
City Surge	Blood = 0 → bump all meters, restore blood floor, continue (optional story picture later)
Hard lose	World sinks: all 10 Overrun — only true game over (optional story picture later)
Removed	Instant game over from being “eaten”

Resources (v1)

Resource	Role
Blood	Only currency. Life + purge (+ later teleport). Gain from picking up kill drops.
Oil	Vehicle repair. Rarer kill drops (skew big kills). No world cans.
Fuel	Not used.
Map items layer	Static terminals only.
Kill drops	Short-lived visible blood/oil; type tables; not saved.
Weapons / collectables	Deferred after containment loop.

Combat and AI

- Spawns biased by region tier + mild neighbor bleed
- Max one nest on-screen while active; **runtime/dynamic placement**; destroy dumps meter; source nest at 7 Clean
- **Spider:** Overrun enforcer — brood insects, ram cars, kill dumps meter (not a nest)
- Kill drops: visible short-lived blood/oil; better tables for spider/nest
- Vehicles: no blood drain on contact; spiders/crashes hurt car Life; repair with oil

Out of scope (v1)

- Base building, quests, 4X ownership, weapons/collectables, fuel drip

- Blood teleport / terminal minimap icons (planned later)
- Persistent world consumables / nest beacons on items layer; saving ground drops

Implementation order

1. Region runtime state + terminal found mask + save/load
2. Terminals as save hubs (mark found on first enter; full campaign Save)
3. Minimap / banner feedback; blood as primary vital
4. Spawn bias by tier
5. Blood as life + purge (contact drain, spend actions)
6. City Surge + hard lose if all Overrun
7. Nests — dynamic placement; source nest finale; no map beacons
8. Spider — Overrun brood + car ram; not the nest
9. Kill drops — visible short-lived blood/oil; tables by type; cap concurrency
10. Oil repair; ignore fuel
11. Win gate (7 Clean + source nest)
12. Tone pass — later: terminal icons + blood teleport; story pictures; weapons

Acceptance checklist

- ☐ Banners + minimap tiers work
- ☐ Kills lower local meter; spillover raises neighbors
- ☐ Blood is only spend currency; contact drains on foot
- ☐ Vehicles block drain; oil repairs; fuel does nothing
- ☐ Blood = 0 → City Surge, not instant game over
- ☐ Hard lose only when the world sinks (all 10 Overrun) — never from being “eaten”
- ☐ Spider in Overrun: broods insects, damages cars, is not the nest
- ☐ Nest / source nest / 7 Clean win gate; nests placed dynamically
- ☐ Terminals: Save persists infestation, blood, oil, position, found mask; first visit marks found
- ☐ Kill drops visible and short-lived; type-dependent; not saved; no consumables on items layer
- ☐ Save restores infestation, blood, oil, terminal found flags
- ☐ No weapons, blood teleport, world loot cans, or story-picture assets required for v1

Agent kickoff prompt

Implement the final gameplay from docs/GAMEPLAY_DESIGN.md (Broodfront), version 1.6+.
Follow the Implementation order section strictly.
Blood is the only currency and also player life: foot contact drains it; spending purges regions / hurts nests; blood = 0 causes City Surge (bump all region meters, restore blood floor), not instant game over.
Hard lose only when all regions are Overrun (world sinks) — player is never killed by being eaten.
Oil repairs vehicles only; do not use fuel.
Spider (insect vehicle) is an Overrun roaming enforcer (brood + car ram), not the nest; nests stay stationary while active but are placed dynamically.
Terminals (one per region): Save hubs; mark found on first enter; persist terminal found flags with infestation in GameSaveData.
Blood teleport between found terminals and minimap terminal icons are later — do not require them for v1.
Loot: short-lived visible kill drops (blood/oil) with tables by entity type; do not place consumables on the items layer; do not save drop instances.
Nests are runtime/dynamic (may change between games); no map-item nest beacons.
Reuse existing region IDs, minimap, terminal UI, inventory gauges, and GameSaveData.

Do not add base building, quests, weapons/collectables, story pictures, world loot cans, or fuel drain.
Keep systems arcade-readable; leave horror vs arcade presentation for a later tone pass.