Game idea #1: [Cube Quest](http://www.gamewright.com/gamewright/index.php?section=games&page=game&show=281)

Stuff we think we’ll need/want:

camera

local multiplayer

online multiplayer

turn management

game setup management

* set up unit points, select map, etc

unit classes

options screen (graphics, audio, etc)

physics management

game state/win condition management system

interactive terrain/items on the field

unit upgrades?

special abilities?

special events? (random, special field events)

multiple maps?

environmental effects(wind, rain, etc)?

give dice different faces various effects when landing face up

* + field buffs(stat buff/debuff based on location)
  + special hit bonuses (bigger KB from hitting on top)

More thoughts:

Equipment - change the number of sides on a particular unit’s die

Fusion - combine multiple units to modify number of sides/weight

art assets

* cube face textures
* color picker?
* terrain?

Aesthetics:

* pirates?
* ninjas?
* medieval?
* assassins?
* eastern medeival?
* feudal japan?
* space?
* sentry bots vs. companion cube?

josh: assassins vs office

Jordan: space

Main focus: Turn based strategy game

* Focus on creating meaningful choices
  + unit classes
    - different unit class interactions
    - selectable attacks
  + special abilities
    - class specific abilities
  + unit upgrades
  + interactive field/items
  + special events
  + field buffs(stat buff/debuff based on location)
  + special hit bonuses (bigger KB from hitting on top)

\*Thing to decide on\* DO WE WANT FOG OF WAR??

Absolutely necessary items for Minimum Viable Product:

Camera

Local multiplayer

turn management

unit classes

physics management

game state/win condition management system

physical terrain

Slightly larger Scope:

online multiplayer

cube textures

terrain textures

special abilities

* class abilities

medium large scope:

field buffs

multiple maps

environmental effects

almost certainly too large scope:

unit upgrades

special events

special abilities

* selectable attacks

dice specials on landing certain faces up

Game Idea #2: [Kill Doctor Lucky](http://cheapass.com/kill-doctor-lucky/)

Stuff we think we’ll want/need:

Camera

Players

Doctor lucky

map

sprites

map textures

map model?

cards

pets?

online multiplayer

local multiplayer?

possible mobile implementation??

turn management

win condition system

movement management

hand management

deck management

map management(board size depending on player number)

camera management system?

player interaction system (movement, kill options, hand use, etc)

player models?

player model animations?

player strength value tracking

player card/playing lucky’s luck system

player luck card playing turn system

game Aesthetics:

map design

theme?

detectives?

murderers?

victorian style

realistic?

abstract?

cartoony?

black&white hitchcock style?

soviet spy style?

kill comrad lucky!

silly racial stereotyping

* american throws cheeseburgers
* russian uses bear claws
* french uses baguette that’s actually a gun