* Carry one thing around and sprinting around
* DEFINED - Wishes [not prayers]

***Scoring system for fulfilling wishes***

* One main bar of world stability
  + Each emotion will +/- to the bar
  + If no wishes have been fulfilled after x time, then the bar starts to increase if above 50 or = to, decrease below 50
* 4 wished currently active, 4 pipes for those wishes, then backlog the wishes
* Fulfilling a wish correctly gives 20 points towards your score
* Score only shows up at the end
  + 100: Automatic Failure
  + 90-100 : 5
  + 80-90 : 10
  + 70-80 : 20
  + 60-70 : 50
* Time spent between 40 - 60 : 100
  + 30-40 : 50
  + 20-30 : 20
  + 10-20 : 10
  + 0-10 : 5
  + 0 : Automatic Failure

***Overall timer for the game***

* The objective is to keep the unity bar in balance, 50/50
* If the bar reaches 100 or 0 the game ends with a negative response

***Ingredient collection***

* A station for each ingredient
* Fishing animation timed, then gets ingredient
* Recipe book for each emotion, all recipes given from the start, ui panel opens

***Rooms***

* one area for ingredients, one area for pipes

***Pipe Room Section***

* Each pipe has a button on the floor to send the wish, only sends the wish when there are enough ingredients
* Planet outside the window, each pipe will shoot out a star [made of ingredients] then hits the planet in the same spot, all of them

***Wish Categories***

* Emotions chosen [they're wishing for these things to happen on someone]
* Ingredients [resources]
  + [Negative emotions]
    - [Angry]
      * hell
    - [Sad]
      * Puppy Tears
  + [Positive Emotions]
    - [Happy]
      * rainbows
    - [Inspired]
      * An idea - Light bulb
* [Common Ingredients] ~ (must be used with one of the four above) (two of these does nothing)
  + Star dust ~ Binding agent for happy and inspired
  + Black whole essence,Gravity ~ Binding Agent for angry and sad
  + Nuclear for Kaiju
    - 2 nuclear emotions forms a Kauju wish

***Actual Scores***

* Two Kaiju’s clear all wishes in the back log

***Stability Bar***

* + Kaiju gives \*4 to what a normal would be
  + Positive Wish
    - +5
  + Negative wish
    - -5
  + Dud
    - +/- 5 [But no Score achieved]

What happens when you put two of the same emotion, two common

* Gain no score, gain no stability

What happens when you put a negative and a positive

* Gain no score, gain no stability

Stuck on dud