Brainstorm

# Themes

* Peaceful
* They Are 4096
* The Main Mission Is a Side quest
* You Are the Environment
* Unconventional Weapon
* Attachments After Attachments
* Aaand It's Gone Forever.
* Self-Destruction For Gain
* All Systems Have Broken
* Frick Around and Find Out

# Things I wanna avoid

* Godot tiling system

# Good Combos

## Combo 1

* Peaceful
* You Are the Environment
* Self-Destruction For Gain

Maybe a game about you being a planet and trying to stay alive / keep things alive.

* I’d probably make it a card game, ala cultist simulator.

Farm sim tycoon

* You manage a patch of land where you produce food for money
  + Each crop has different stats
* You can buy extra patches of land to expand
* You can hire workers that take part of your earnings and food
  + You need to build housing for the workers and keep them happy (otherwise they quit)
  + You can buy machinery for yourself and the workers for more efficient harvesting
* Your final mission is to build yourself a mansion

## Combo 2

* The Main Mission Is a Side quest
* Unconventional Weapon
* Attachments After Attachments
* Frick Around and Find Out

Roguelike Top-down shooter

* Items are attachments to your weapon.
* The main mission is finding the main mission.
  + Each boss you beat unlocks a clue to what the main mission is.

# Links that may help

[Pixel Perfect Camera](https://www.youtube.com/watch?v=zxVQsi9wnw8)

[Palette Limiting](https://www.youtube.com/watch?v=Zsk2QGl0LBQ)