# brainstorming

Prepare to party - incremental game

Normal home as the location. A party is to be prepared for a festival like easter or christmas, family get together

Limited resources of time, money, stresslevel. The goal is to prepare the party and get a high score by finishing within time, preparing well, not spending too much money and having a low stress level

Final score screen shows different images(ai generated) and a score for each category which leads to a final screen

**Limited resources** are time, money and you have a stress level, which you want to keep low

## UI

- List of actions related to the belowmentioned categories. Each item has a time needed, money needed, stress reduced or increased number and you can either start or queue each action. The actions also have a description, that will be shown in a different ui part and a number of points they will add to the final result, which is hidden from the player

- Ui has a queue of activities that are being done in the order from top to bottom. It has a pause button, that can also be triggered by pressing space. Each action can be canceled in the queue and new actions get added at the bottom.

- Ui has a textlog, where the description gets shown of what happened after an action was completed

### Score Categories

### Food & Drinks

- Catering

- Buy food

- Cook food

- Ask everyone to bring some food

**Decorations**

- Order on creative platform

- Order on huge shopping site

- Buy in town

- Craft yourself

**Activities**

- Crafting something

- Playing games

- Relax and talk

Expansions

- Different locations like garden, home, restaurant

- Achievements for finding special actions like self brewed alcohol or statues(adding easter eggs)

- Gifts for the guests can be added as another score category later on