**Brainstorming Session**

Location: G18(Wed) and Library (Thur)

Attendees: Oisín Ivory, Pádraig Crotty and Cillín Ivory

Date: 14th Wednesday 16:00, 15th Thursday 16:00

Length: 3 hours (2 hours on 14th ,1 hour on 15th)

When we began the brainstorming session, we first decided there would be no dice in the game we were going to make, we then had 3 different ideas. One was a three-player indirect PvPvE spiral board type of game, another a three-player PvE triangular board game and the last was a single player card game.

Each game had a similar theme with cards acting as consumables. This idea ended up in the final product along with the use of equipment cards and spell cards.

In the end we decide to combine all three ideas to form our final idea, a 3 player PvPvE triangular board where players would move around in a spiral with card game elements.













