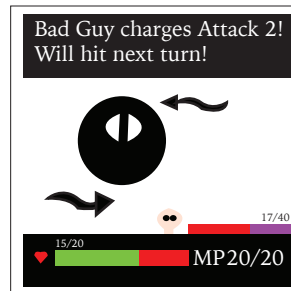
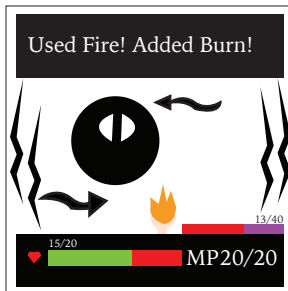


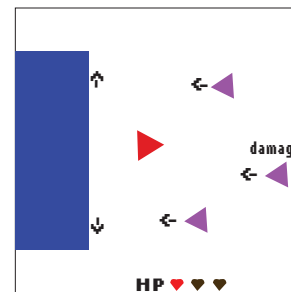
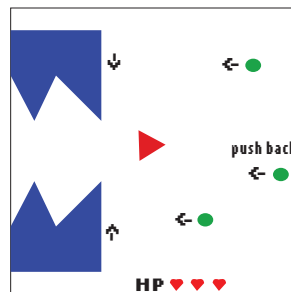
Notes

**Game/Interactive:**  
**VS. BAD GUY!**  
 RPG fight vs one guy.  
 He changes his eyes and  
 moves after certain HP  
 is lost. You can use a  
 regular attack or fire.  
 Fire costs MP and burns.



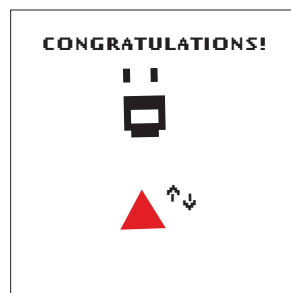
Notes

**Bad Guy does either a  
 regular attack, or  
 a powerful charged  
 attack. Attacks from  
 both shakes screen.  
 Two different screens  
 for loss and win.**



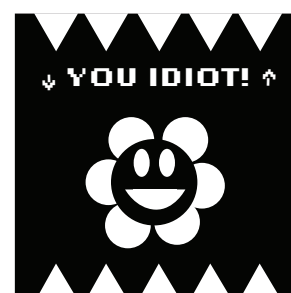
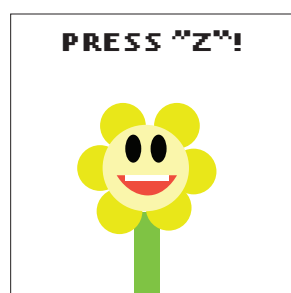
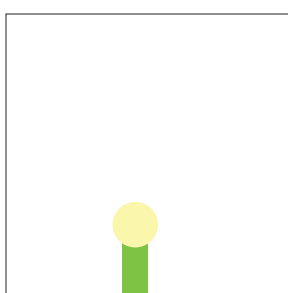
Notes

**GAME: MUNCHER!**  
 You're the triangle.  
 ovals push you into  
 the monster.  
 triangles damage you  
 the monster damages  
 you. It keeps going  
 until you reach the goal.  
 There's a win and lose  
 screen.



Notes

**GAME: MUNCHER!**  
 The monster's jaw opens  
 and closes. If lost, the  
 triangle drops down and  
 the screen goes black.  
 If won, the triangle moves  
 up and down.



Notes

**IDEA #3:**  
**FLOWEY THE FLOWER**  
 You grow him first,  
 his head and petals  
 pop up and grow.  
 They stop at one point and  
 he asks you to click.  
 Turns out he's evil!  
 The screen bites down  
 and goes pitch black! He  
 changes dialogue on retry