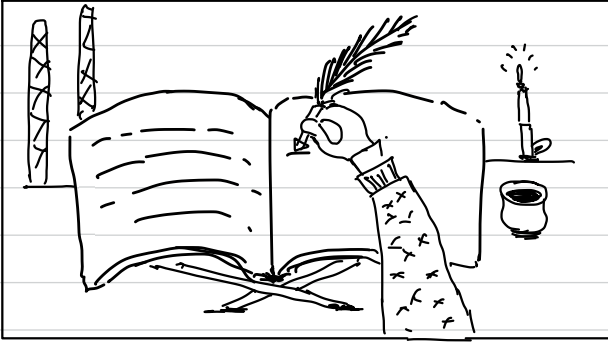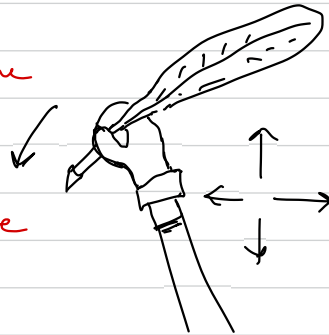# Medieval Scribe Simulator

- Christopher, as always, came up with a very conceptual and unique Idea.
- It is one of the more interesting Ideas we have had until now and it behooves me to explore it.

The main game scene might look something like this.

Mouse down dips the quill, either to write on a page or refill from the Ink bottle.

The primary mechanic would be the direct control of the Scribe hand based on mouse movement.

The actual writing could work similar to how brushes work in 2D Art Softwares.

◯ — A smooth shape generated continuously to create a smooth line. reduced opacity over time for realism.