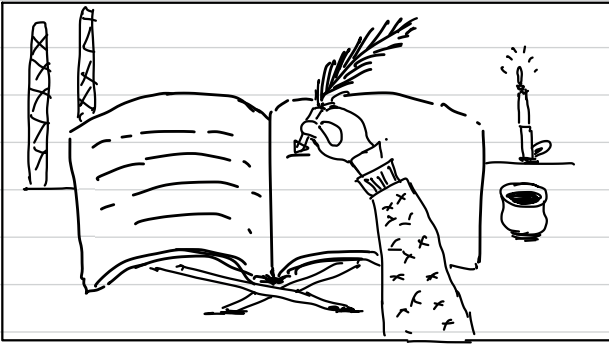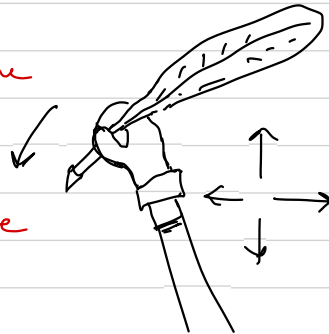## Medieval Scribe Simulator

- 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 continuosly to create a smooth line. reduced opacity over time for realism.

meeting 3

Talked about chris's experience with `world machine`, a
class I really wanted to be in.

Tung — A game about politics. → lets place a theme on the
meeting.
   — You kill enemies and absorb their weapons into your
      weapon to create new weapons

chris — Throw-axe action game ✱

Tung — Color mixing game. ✱

Sam — Boomerang teleporting puzzle platformer. ✱✱✱

Tung — Ghost possessing game. ✱

chris — You play as a mouth, chewing and swallowing
         food

Sam — Soap opera studio simulator

chris — human-organ survival simulation.

Tung — media politics swaying game
      — Bumber car mechanics game

The Boomerang teleporter
The co-op row boat and
The Medieval Scribe, all have interesting core mechanics
that could be fun on their own.
The Boomerang would allow for most experimentation
The row boat by its very nature of being co-op could be
fun. while,
The Scribe is unique with a much greater possibility of being
finicky and frustrating than I am comfortable with.