**Games, Brains and Motivation**The Secret Museum

The player discovers a secret museum hiding below another museum and they are tasked with finding and collecting legendary items from folklore across the world e.g., John Henry’s Hammer, Paul Bunyan’s Axe, etc.

Mechanics and Systems:

* Collection
* Battle
* Upgrade
* Exhibition/Display (Trophy Display)
* Exploration

Variable Reward Ratios

* Lesser known legends drop very common items/loot/reward and reside in relatively easy levels to beat (Johnny Appleseed)
* Larger or well known leges