January 17, 2014 – Brainstorming Meeting

**Flock You** **Concept** (Working name)

* Basic Gameplay
  + Collect ‘armies’ (fire, earth, water), randomly placed on the map
  + These armies are ‘flocking’
  + Armies can capture other ones based on hierarchy

**Flock Us Concept** (working name

* Improve upon ‘Flock You’
* Issues with ‘Flock you’
  + Is it novel enough?
    - NO
* HTML 5 based cooperative ecosystem
  + Have a website that hosts the ‘aquarium’
  + Flocks are fish
  + Player goes to domain with tablet (doesn’t matter what device)
  + Play space can be altered by user
    - If you create red fish, it might be aggressive
  + Concept of the game is that it is an ecosystem that
  + Pillar: Create, experiment, learn
  + Do we know how to:
    - Code in HTML 5
    - Create networking between users

**Screw your neighbour!**

* Pass around a tablet
  + The previous person affects the next person
  + Reverse Jenga/Tetris
  + Each person places randomly generated shape to build tower
  + Next person’s choice is affected by the previous player
  + Record the players through front facing camera, or part of the game, and have the ability to share it socially with friends.