

Brainstorm Leader: (west person)

Pokemon thingy

- Collaborative game
- All players share a multi attributed character
- Each player controls one element

One player 1 is playing, the character controls fire, when player 2 does, the character controls water.

- Enemies with weakness / resistance to different elements
- Objects that only react to one element / have different reactions to different elements

Each element has different characteristics. Different actions too?

- Special actions for different elements