**Een Hybride App**

**1 - Brainstormen**

* 2d map + 2d base
* Tournaments
* Pokemon -> battle simulator
* Preconfig strategy/targeting options
* Dragons of atlantis style back-end resource-farming, housing
* Grepolis building style
* Meta-mimetic evolutions (evo based on environment/items)
  + Questlines, puzzles
* Gene-based breeding
* NPC-market for breeds-items
* Hooky swinger (vertical obstacle course, 2 hooks, spiderman swinger)
* Beat evolutionary neural network
* Narnia-virus
* Battle simulator other society (multiple)
* NPC’s are unpredictable, approach is necessary
  + Herbivores need protection + intimidation
  + Insectivores need protection + intimidation
  + Piscivores need protection + intimidation + restraining
  + Carnivores need intimidation + restraining
  + Intelligent life needs convincing