POPDROP

*It’s a calendar that no one should know is a calendar*

Take the obvious functionality and usefulness of scheduling events but make it extremely simple and user friendly to use. Use preselection and recommendation to allow users to engage with 1-2 commands.

* users can create gameplay session, selecting a game from preselected list, setting day and time.
  + set day by keyword: M,T,W,TH,F,S,SU, and time 8,9, default pm
* Gameplay session is broadcasted to the discord server and other users can indicate they are attending.
  + can bring up with !popdrop
  + Maybe regular broadcasts
* Game selection should be heavily assisted, showing images of games + recently played.
  + always show instruction and next step for user.
* Only allow events for the next 7 days.

!popdrop - bring up list of current broadcast sessions

* show picture of game
* show game metadata like genre, max players
* show session day and time
* show session participants
* each session has index that users can use to subscribe

Possible reply call here?

!popdrop **X** - express your interest in the session

* Return confirmation of success

!popdrop pop - create a session.

Daily news feed

* Show popdrop events for today only
* show gaming news stories, news, reviews, new releases.

Future features, out of scope:

* show last played on game,
* Set embed colour from image using colour thief
* leaderboard with most played game. User with most sessions subscribed.
* Access control of some sort, with locked session to some roles.
* Integrate with discord to read games that users are playing
* Add some personality, cool quips, funny error messages, maybe occasional funny posts randomly in channels.
  + random chance like 1% to repeat a word that some just said.
  + trigger words, like anyone says “netcode” say “Monkeys, fix the netcode!”
    - 10% to say “:O” when someone says the commandless “popdrop”
* levelling/xp system based on joining sessions.