- Cards
  - ==Club penguin==
  - Black jack
  - Texas holdem
- Simulator
  - Nintendog/Tamagocchi
    - But worms or fishes
    - ==Good for persistence==
  - Farmville
  - Runescape style grind
- ==Dungeon crawler (scope might be very large)==
  - Maze with enemies and shop system
  - Maybe tick for real time
  - Keep it simple but fun
  - Monster hunter/boss kinda thing
- Simple fighting game
  - Monster hunter
- Platformer
  - Cat milk
  - Water girl and fire boy
  - Geometry dash
  - Flappy bird
- RPG → basically just the dungeon crawler if we keep it simple
- Puzzle game
  - Who wants to be a millionaire
  - Legend of Zelda style puzzles → dungeon crawler
    - Every map would have to be created
- Stratego (boardgame) → have to be 1 player or need a good AI
  - Variation of chess
- Monster hunter
  - ==Boss hunting==
    - ==Can be done in a single map/arena==
  - ==Instance-based game with a central hub for items + upgrades==
    - ==Upgrades will last for a game==
- Rhythm game
  - 2D
  - Timing
- Type racer → too simple
- ==Zombie game (block heads) → similar to dungeon craawler==
  - Zombies move toward player X Y coordinates
  - Real-time movement
- Turn-based combat (final fantasy, Pokemon)
  - Similar to card game

~~Nintendog~~ → club penguin → zombie game → ~~dungeon Crawler~~ (in terms of effort)
- Cut dungeon crawler because too much effort / scope
- Cut nintendog not ambitious enough

Club penguin	Zombie Game
+ clear development path - alot of java fx to make the game worth + But can make fun animations + persistence with custom decks - AI situation + make game ambitious with good AI - custom card creation + card draft mode - Explain gameplay mechanics	- Don't have to make cards + persistence with wave count and weapon + simple AI - tick time is nebulous - hitbox/hitscan

Lessons from last time:
- Don't sleep overnight at Burnaby campus
- Work on it consistently
- Don't split up the tech knowledge
- REDUCE COUPLING
- Scope creep ~~~~ club penguin
- New tech new problems
  - Takes time to learn ~~~ java fx >>hitboxes and tick
- Testing and documentation should be done alongside careful planning
- Do more pair programming
- Start small then grow ~~~club penguin

Verdict: club penguin
Features:
- Tutorial
- Winning logic
- AI
- animation
- Custom decks
- Persistence → custom decks + win/loss ratio
- Drawing hands (randomised)
- Displaying hand
Stretch goals:
- Draft mode
- 2 player mode