**Brainstorming Web App Ideas**

Modern times, lots of spoofs/easter eggs/pop culture references.

Starts as simple museum theft but turns out to be a nefarious band of cultists searching for the legendary [some ridiculous artifact of power] to take over the world. It’s up to you to stop them, or join them…

Post-apocalyptic

You are woken up from cryo-freeze and find yourself in a run-down room filled with empty cryo-tubes. There is a small table with a button on it, and a single door with a keypad lock. If you push the button, a holographic person appears, informing you that you have been called to duty as a part of an emergency reconnaissance force. However, it appears that you were woken up late, although you have no idea how late, or why you were in cryo-freeze, or what has happened in the world. In fact, the only thing you know about yourself is your name, and that’s because the holographic messenger told you.

You must figure out what caused the apocalypse, and the role you played in causing it

**Things to Think About:**

* Art style (8-bit, watercolor, pixelated, vector images, etc.)
  + Maybe post-apocalyptic steampunk?
* Music style
* Pokémon style battle game
  + Opening Screen
    - Create character
    - View Characters
    - Settings
    - Exit
  + Create Character Screen
    - Enter Name
    - Select Hobbies
      * These will determine what items you can initially use based on base stats
    - Select 3 items to start with (things like healing potion, stamina potion, etc.)
  + Start story-based gameplay

**Data to Keep Track of:**

* Health
* Character Stats
* Items
* Progress
  + Where you have been
  + Who you have talked to.
  + Items you have grabbed

Objects/Modules:

* Graphics
  + Sprites
  + Backgrounds
  + Textboxes
* Entities
  + Character
  + NPC
    - Good
    - Bad
  + Item
    - Weapons
      * Usability calculator
    - random
    - Consumables
* Gameplay
  + Story screen
    - Text box
    - Options (either open ended or premade)
    - Inventory
  + Inventory Screen
    - Stats
    - Items
  + Pause Screen
    - Save Game
    - Un-pause
  + Battle Screen
    - Health Bars
    - Sprites
      * Animations?
    - Select Moves
    - Select Items
    - Give Up
    - Effectiveness calculator
    - Damage calculator
    - Defense calculator
    - Experience calculator
* Saving
  + Keep track of location, inventory, people talked to, etc.

# THE STORY…

## INTRODUCTION:

\*A loud humming permeated through the freezing chamber. Then pain, sharper and more excruciating than you had ever experienced before. But before you can scream out, darkness overwhelms your senses, and then, you sleep...\*

When you open your eyes again, the heavy metal door on your chamber is ajar, and you are greeted by a largely empty room in complete disarray.

The monitors on the desks look like they have been smashed by rocks, and a large hole has been blasted through a wall. Hmm… your memory is a little fuzzy, you can barely remember your own name, but that wall definitely didn’t have a hole in it last time you saw it. Whenever that was…

As soon as you step outside your chamber, a hologram is projected and begins to speak to you in an urgent tone:

### Hologram Lady:

“Greetings $(char.name)! Congratulations on surviving the cryo-freeze. You have been awakened and must report immediately for active duty. There has been a breach in security, you and your team must promptly find and eradicate the threat, or it could mean the end of this entire *AIIIIGGHHH‼‼”*

The hologram lady is suddenly ambushed by several individuals in masks, and the projection fizzes out. Strangely enough, all of them were wearing blue… or maybe that was just the color of the hologram… you wonder if that will be important later on.

The lady looked vaguely familiar, like she was a distant memory, but when you try to think about it, all you get is a headache. Behind you is a line of freezing chambers identical to the one you walked out of, but you can tell they’ve been empty for quite some time.

Anyways, you’ve got quite the mystery to solve. Good luck!

For the uncultured who have never played a text-based adventure before, the gameplay is like this: simply enter a command (usually a verb-noun combo. Not quite as good as a fast-food combo, but definitely more useful here). Common commands include “move, grab [item], use [item] on [thing], look [object], talk, etc. The words in [] are variable. They change based on the situation. I’ve made easy for you and turned all possible commands into buttons. You’re welcome :) So, what do you want your first action to be?

## THE FREEZING CHAMBER:

**Description:** A large room with several desks in the middle with broken computers scattered throughout the room. You see the remnants of a wall and door on the east side, with a gaping hole on the west side.

**Inspectables:**

* Desks
* Wall
* Chamber