**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…**