Betrayal at House on the Hill:

* Each player takes turns. Go into random rooms and events take place (event, omen, item). Ends your turn.
* House is haunted and visions appear.
* Sanity (or other stats depending on the card drawn) means how many dice you use in rolling. Add up total of dices.
  1. Usually rolls lower than 4 are bad. 4 or higher helps or neautral
  2. After 6 omens, roll 5 dice to determine if the haunt reveals
* Youngest start first
* Some rooms are good, some are bad.
* There is the ground floor, upper floor, and basement.
  1. Basement has high risk, high reward
* Companions are available.
  1. Dog give stats and remove stats when dog dies. Can move to rooms up t 6 spaces and then return. I can pikcup items and carry.
* Items gained can be weapons, masks, and other stuff
* Flashlight goes dark and movement is slowed until player finds another player.
* Sometimes haunts dont have a traiter.
  1. Treasure appears somewhere on the house. Items spawn around the house in each room. Clues appears. House collapses after a while.
* Can only attack others if a traiter appears
* Traiter gets monsters and tries to kll the people in some fashion specified. Others work together to complete and objective to stop them.
  1. Traiter controls aliens and others work to disable the alienship.

Video Game:

* Items, artifacts (omens)
* Events take place in each room
  + Jump scares, trauma
* 3 - 6 players
* Character creation
  + 3 stats and certain number of points to distribute
  + 1 perk selection
    - Heal wounds easier, minimap, etc
* Get 5 wounds you die
* Everyone starts in the entrance hall
* People begin exploring. Everything is fogged.
* Room exploring
  + Searching circle dial and says what you find in each room
  + Scares will happen
* If artifact is found, the curse will happen
  + Only buffs and special abilities, the random traitor guy

Goals by Thursday:

* Connor
  + Test room. Just a empty square room.
  + 1st person and movement. Wall collision.
  + Searching on objects
  + GitHub locking and user save merge issues
* Sean
  + Explore maximo and begin working with 3d models
  + Basic Character model and animation
  + Build concept art
* Andrew
  + Begin populate ideas
  + Test mansion layout just in case Room Generation
* Jason
  + Organize Repos (folders)
  + Look into unity multiplayer
  + Look into asset packs
  + Ask about work to do to Daina. Is