Game idea:

-open-ended

-user created content

-high scores

-exploration

-social

-underground cities

-items

-lower levesl are enemies

-when mining, friends get minerals too (make 4 minerals for group+1 for self)

-promote social together growth

-zoom in for changing items/equipment

-make lamps and light (cant explore places where too dark

-dark spawns spiders

-different worlds (fire, lakes, green)

-create designated citi builders (simulate real world city building/shops)

-apply for federal aid (for shop rent)

-have jobs

-eat mushrooms

-inspiration: pikmin, zelda

-upgrades, exp

-limit equipment level for weapons

-pets?