Game Idea

* Pattern recognition and short term memory
* No movement, seahorse can be in a log hut (out of place), comforting creatures that are worried due to storm
  + 6 creatures, each one might require an item, visual clues can be given
  + Series of questions with three different choices, player must figure out what the creature is trying to say etc.
  + conversation could be cryptic clues and the player must choose one answer out of the three that they believe to be correct
  + One sprite on each side, window in the background with raindrops hitting it, maybe palm trees moving in the background
  + Mist on window
  + Normal backdrop, flashes of lightning in background every now and again

Simple GUI

* One sprite each side, surrounded by the log hut
* Conversation bubble at bottom centre of screen,
* Line of choices underneath then a simple inventory bar
* Small progress indicator

